World War II Wargames Rules

BOLT ACTION

Armies of GERMANY

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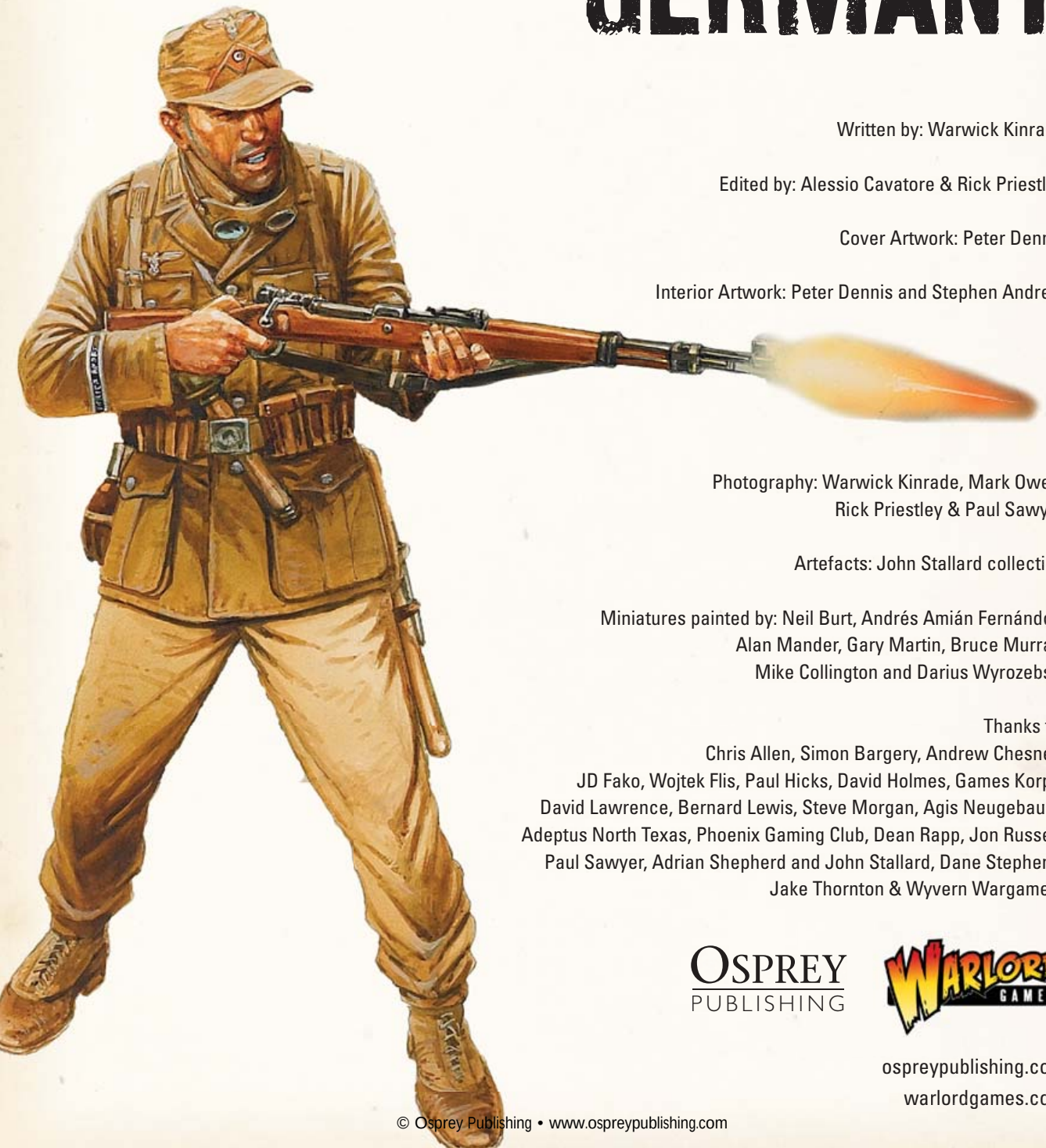
Armies of GERMANY



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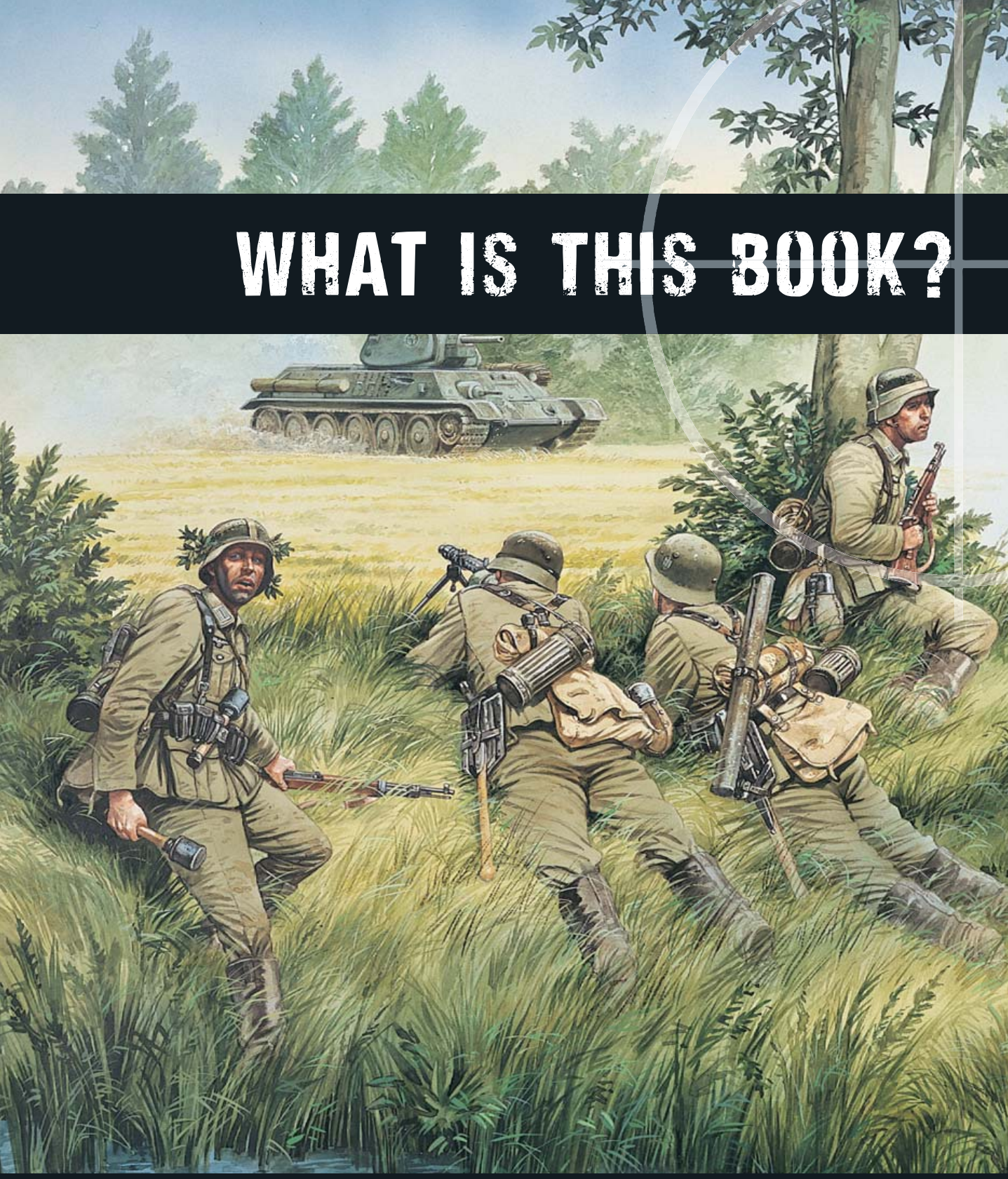
WHAT IS THIS BOOK?



Soldiers of the 269th Infantry Division hunting T-34s, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 148: Operation Barbarossa 1941 (2).

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This is a supplement for the tabletop wargame *Bolt Action*, and it deals with the German Army of World War II. Within you will find background and details of the German Army's organisation and equipment from the beginning of the war (the invasion of Poland in 1939) to the very end (the fall of Berlin in 1945). Central to this book is its Army List. This includes all the information you will need to play games using the German Army. This large list details all the main troop types, vehicles and equipment fielded by the Germany Army during World War II. Alongside this main list are 18 Theatre Selectors, which give the force details for different periods and theatres of the war. Over six years of fighting the German Army changed a lot, and many units and vehicles that were common in 1939 were obsolete by 1945. These sub-lists allow players to select forces suitable for the theatre in which they are playing. To avoid a lot of repetition, the main list includes all the options and rules information, with the theatre selectors narrowing this down to the most appropriate.

Throughout the war the German Army fielded over 3,000 different types of vehicle. Many were very rare or even just prototypes; others were captured from the enemy and re-used against them. It is impossible to cover them all, and so this book does not deal with many of the very rare and unique vehicles, and does not include captured vehicles. Players should feel free to include enemy vehicles in their army if they wish, and if they have their opponent's permission, but they will need access to the original nation's Army List for the captured vehicle's rules (otherwise this volume would have to include every other army's vehicles as well as the Germans').

Likewise, there are always exceptions and oddities that the theatre selectors cannot cover. The theatre selectors are not definitive, but are designed to give a theatre-specific flavour and character to a force. They only include the predominating equipment of the campaign or period. Exceptions are perfectly acceptable with agreement between players, but cannot be included in the main list without becoming the rule.

The well-trained landsers fire and move

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THE GERMAN ARMY OF WORLD WAR II

Kampfgruppe Böhm racing to the Meuse, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 145: Battle of the Bulge 1944 (2).

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'In the absence of orders, go find something and kill it.'
– Field Marshal Erwin Rommel

A NEW WORLD ORDER

After its defeat in World War I the Treaty of Versailles subjected the German nation to very harsh punitive rules. As well as war reparations to other nations, part of this treaty enforced severe restrictions on the German Army to prevent it again growing so powerful that it could threaten the peace of Europe or, more specifically, France's territory.

The Nazi Party, led by Adolf Hitler, was elected to power in 1933. Shortly thereafter, Hitler declared himself Führer and these severe foreign restrictions, already widely despised, secretly began to be bent and then broken. Using many ruses to disguise his policy, Hitler's government authorised the re-armament of the German Army as a modern fighting force.

By 1939 the Wehrmacht – the German Army (Heer), Navy (Kriegsmarine) and Air Force (Luftwaffe), had quietly risen to become (arguably) the most powerful fighting force in Europe. So it had to be, because they would be the primary instruments in realising the Nazi Party's dream of a greater German Reich (its third!), a new world order and a German empire that would cover all of Europe and last 1,000 years.

As the war clouds gathered over Europe, first with the German Army's move to reclaim the Rhineland, ceded to France after 1918, then the annexation of Austria, the signing of a military alliance with Italy (the Pact of Steel) and the

Sturmgruppe Granit at Eben Emael, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 136: World War II Airborne Warfare Tactics

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invasion (against no resistance) of the Sudetenland in Czechoslovakia, the German Army began to show the world its new strength. On 1 September 1939, the German Army was ordered to commence the invasion of Poland. This attack was a step too far for the other European powers, principally Britain and France. They had been powerless or unwilling to stop the earlier transgressions, but both now resolved to stand-by their treaty obligations to Poland and declared war upon Germany for its aggression. World War II had begun and, although they did not know it then, it would last six years, see fighting across the globe, and cost over sixty million lives – the greatest loss of life ever to befall the human race.

BLITZKRIEG

When the German Army and the Luftwaffe began their attack on Poland, it also unleashed a new doctrine of warfare, one that had been developed (if only theoretically) by British strategists since World War I. It made use of the speed and mobility of new military equipment, such as tanks and aircraft, and it was christened Blitzkrieg – Lightning War.

In Poland, the theory was to prove itself effective in spectacular style as the German Army advanced from its own borders, from the city of Konigsberg in East Prussia and from the Slovakian border. The power of the new Panzer forces, supported by mobile infantry and accurate close air support from dive-bombing aircraft, crushed the brave Polish resistance. The Polish Army was too slow and cumbersome to react in time to German attacks and troop movements. The Panzers gave the German Army the initiative from the beginning of the campaign, and their speed of operation meant that it was never relinquished. The days of World War I's attritional trench warfare were gone.

Despite fine words, the western European powers could do little to aid Poland in her plight, especially after the Russian Army began a second invasion of eastern Poland in support of Germany. Poland was conquered in the space of a single month, and the nations of Europe were now at war – but then nothing happened.

This 'phoney war' was merely a pause, time for the Wehrmacht to assimilate the lessons of Poland and to hone its tactics and equipment. On 10 May 1940 the German Army began its expected attack on France, sweeping through the Low Countries, just as it had in 1914. Holland and Belgium quickly capitulated.

As the Panzers rolled on, so the French Army and the British Expeditionary Forces (BEF) moved to block their advance. There was fierce fighting along the Maginot Line (France's border defence of hardened bunkers and artillery positions – incomplete at the time). But it was in the Ardennes, hilly and heavily forested, where the tanks unexpectedly broke through. Under Erwin Rommel, the German 19th Corps defeated the French army at Sedan and outflanked the French and BEF forces defending the Belgian border. As Rommel's tanks swept northwards, threatening to encircle the defenders, the BEF and French were forced to withdraw. This withdrawal turned into full-scale retreat as the Panzer columns thrust

DOCTRINE AND TRAINING

The German Army had developed its own doctrine for training and combat, and it encouraged officers and NCOs to take the initiative and act. With leadership encouraged and expected, even down to the lowest level of squad-leading NCOs, German units which were heavily outgunned or on the brink of collapse often fought on. Junior officers often formed *ad hoc* units from stragglers and survivors and got them back into a battle when all seemed lost. Functioning and effective combat units could be drawn quickly together from any available troops – cooks and clerks were often thrown into the fighting and performed well. Especially in the east, surrounded German units time and again fought on beyond hope of rescue and managed to escape their encirclement.

Infantry squad tactics, developed throughout the war, maximized the firepower of the powerful German machine guns. Riflemen were used to keep the machine gun supplied with ammunition and to protect the gun from being outflanked, fighting to buy the machine gun teams time to displace and re-deploy, before withdrawing themselves under the machine gun's covering fire. Defensive positions were carefully planned, with fallback firing positions already in place. Squads were well equipped with these excellent weapons, and many Panzer grenadier squads dismounted the machine gun from their half-track carrier when it was not required, giving them extra firepower. Fallschirmjäger were also well supplied with MG34s and MG42s.

While the army's field craft, tactics and low-level command were exemplary, its higher command remained problematic. The many different factions made for a complex and fraught command structure. With the Führer directly controlling some elements of the Army, higher command for the Wehrmacht (OKW) and the Heer in the east (OKH), plus the Waffen-SS and Luftwaffe's own command structures, orders were often slow in reaching units at the front, whose own commanders were powerless to make their own decisions. Army and Corps commanders found their plans and orders delayed by higher commanders and by political considerations. Later in the war their cause was severely hindered as the Allies had cracked the German ciphers and were reading their encrypted secret communications!

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Eastern Front, December 1941–March 1942: (L–R) Schütze, Infanterieregiment 117; Feldwebel, Infanteriedivision 270; Schütze, Infanterieregiment 413, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 326: The German Army 1939–45 (3).

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And action! A Propagandakompanie cameraman captures images for the adoring German public

deep across France, sweeping aside all resistance. The British counterattacked at Arras, but were still forced back towards the coast. The BEF began to evacuate its remaining troops from the coastal town of Dunkirk, abandoning France to defeat and occupation. France signed an armistice on 19 June 1940. Blitzkrieg had swept aside the two most powerful armies in Europe in just six weeks.

By 1941 the German Army was perhaps at the zenith of its power. Norway had been invaded and soon surrendered. Greece followed. Crete was assaulted by an airborne armada and fell despite having far more troops defending it than were attacking. Rommel was despatched to North Africa in command of the Deutsche Afrika Korps (DAK) and, in June, Operation *Barbarossa* began. The invasion of Russia was a campaign on a new scale, vast in its ambitions, involving huge numbers of troops from Germany and her allies. The Blitzkrieg was unleashed again, and again it was successful, crushing the Soviet Union's defences. Millions of Soviet troops were captured in huge encirclements by the Panzer spearheads. Although Moscow was saved by the savage winter weather, much of the western Soviet Union had been occupied.

The attack on the Soviet Union would be renewed in 1942, with Operation *Blue* in southern Russia seeing the German 6th Army attack the city of Stalingrad on its way to capturing Russia's southern oilfields. Again, the winter saw the German Army defeated – this time decisively in furious street-fighting in Stalingrad – before being surrounded and forced to surrender en-masse.

In 1943 the Blitzkrieg began once more, across the rolling steppes of Kursk. This time the Red Army was ready, and its deep defences held against the German attack, resulting in an almighty battle that raged for ten days. There was no great breakthrough, and this allowed the Soviet Army to begin their own counter-offensive. Soon the entire Eastern Front was attacking, and everywhere the German Army was forced to retreat.

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THE END OF BLITZKRIEG

Through the war years the German Army, with ever-greater demands placed upon it, was required to fight from the frozen north of Russia to the deserts of North Africa. By 1943 the era of triumphant Blitzkrieg was over. On all fronts the German Army was hard pressed and fighting defensive battles. In the east the Red Army pushed the Germans ever backwards. In North Africa Rommel was defeated and expelled from Tunisia, evacuating his remaining troops back to Sicily and Italy. The tide of the war had shifted.

These new defensive battles saw a change in German strategy. Now its mobile Panzer forces became their reserves, often situated behind the front lines of infantry, dug-in behind minefields and barbed wire and holding bunkers along the Atlantic Wall and the Hitler and Gothic lines in Italy. The Panzers became the fire brigades, used to

Heer forces tighten their grip on a Belgian town

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smash any threatened breakthrough with focused counterattacks. But the grand offensives of the early war period could no longer be mounted as manpower shortages and the weight of the Allies' manufacturing power began to tell. For every German tank lost, the Russian could afford to expend six or seven. The battle-hardened and experienced soldiers of former years were now almost gone, and there was little left to replace them. Unit sizes had to be cut – a regiment of three battalions became a regiment of two. The Nazi Party looked to technical innovations to make up the shortfall. New equipment, better tanks and aircraft, new infantry weapons, were all introduced, but at the expense of their proven models.

The Allied invasion of France via Normandy saw the pressure increased again. The Atlantic Wall's vaunted defences proved unable to stop an invasion across the beaches, and American and British armies began to flood Normandy with men and materiel. Even as they did so, the Russians unleashed a fresh offensive in central Russia that would see a third of the German Army in the East defeated and destroyed. The Russian spearheads finally threw the enemy from their soil and took the war into Poland and eventually into Germany itself. For the German Army, by now unable to mass its remaining Panzers in any significant numbers due to the complete air superiority achieved by the Allies, defensive battle after defensive battle was lost. Always the German Army inflicted a heavy toll, but wars are not won with rearguard actions and withdrawals. Remorselessly, and despite counterattacks, the Allied armies pressed in from east and west.

FALL OF THE THIRD REICH

By 1945 the German Army was a beaten force. It could not surrender, damned by Hitler's orders to fight to the last man and the Allies' demand for an unconditional surrender that the Nazi Party could not accept. The war ground on as the Russian armies approached from the east, targeting Berlin itself, and the western Allies fought through the concrete defences of the Siegfried Line, another vaunted static defence line that failed to hold. Hitler launched his final desperate offensives, mustering the last of the Panzer forces for an attack in the Ardennes and later a counter-offensive in Hungary, all to no gain. The German Army was reduced to tatters. Any man that could be conscripted was. Old men, young boys, the sick and previously wounded, were given Panzerfausts and any other weapons that could be found and expected to fight. These Volkssturm units were little more than ill-trained militia, equipped with bicycles and sometimes antique rifles. The new equipment that was being manufactured was not available in large enough numbers to make any difference on the battlefield. Still, in desperation, new 'war-winning' designs were still being developed. Although innovative and far ahead of their time, very few would actually see combat.

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Deep in the Russian woods an SdKfz 222 scout car makes its report...

THE WAFFEN-SS

Favoured by Hitler, the Waffen ('Fighting') SS was the military wing of the Nazi Party's bully boys. Legitimized after its election to power, the Waffen-SS was the party's own trusted military force, with its own separate commanders, hierarchy and uniforms. It was given preferential treatment in the issue of new equipment and was used at the vanguard of major attacks. Early in the war its members were political fanatics, not only fighting for Germany, but for the wider cause of fascism. This fanaticism would see them gain a feared reputation in combat, and become despised for their attacks upon civilians. Often they showed scant regard for the rules and conventions of warfare, conducting massacres, savage reprisals and war crimes across Europe and Russia.

Initially the SS Divisions were well-equipped and highly motivated. Later in the war, however, massive losses had reduced the Waffen-SS to a shadow of its former glory. Many foreign nationals, sympathetic to fascism and its beliefs, filled their ranks, as did mere boys of 17 and 18 recruited through the Hitler Youth movement. A few of the older veterans did survive, and the SS Divisions still retained their reputation, but most were far from the feared fighting elite that Nazi propaganda had once claimed them to be. By the end of the war, especially when fighting the Russians, to be a Waffen-SS soldier was a virtual death-sentence.

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SS-Verfügungs Division, 1940: (L–R) SS-Unterscharführer, SS-Standarte Deutschland; SS-Schütze, SS-Standarte Germania; SS-Hauptstürmführer, SS-Pioniersturmbann, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 401: The Waffen-SS (1).

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German trenches on the Seelow Heights, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 159: Berlin 1945.

THE HEER AND BEYOND

The Heer was a highly trained, well-equipped and professional army. Regarded by some as the best fighting force ever to wage war, it was large (over 14 million men, including Germany's many allies), and had one of the world's largest industrial nations supplying it with vast amounts of excellent equipment. But six years of constant war, especially the huge commitments on the Eastern Front, saw the German Army ground into nothing more than a battered shell. It lost over 4 million men, again mostly in the east, and despite its vaunted levels of training and equipment, it was reduced to conscripting anybody capable of carrying a weapon by the time Berlin fell.

Not all in the Heer were professional soldiers. Recruits came from conquered lands – some willing, many coerced. German divisions were supported by forced labour battalions, called Hiwis, made up of mostly Russian prisoners of war or volunteers. As manpower shortages became acute, these men were also forced to fight. Their morale was poor, but many units were stiffened by fanatical party men and officers with the authority to execute those that failed in their duty. These Osttruppen did not have the backbone, discipline or training of regular soldiers and, given the chance, they quickly surrendered or deserted, especially to western forces.

Added to the Heer can be the Luftwaffe's ground forces. Men serving in the Luftwaffe found themselves thrust into combat units (called Field Divisions) as the Luftwaffe shrank in size and operational effectiveness. Also part of the Luftwaffe were the Fallschirmjäger (paratrooper) divisions which, after capturing Crete, were never used again for large scale airborne operations. Instead they became elite infantry, but remained under the Luftwaffe's control. The air force even had its own Panzer division – named for their commander Hermann Göring!

Another source of manpower for the front line was the Kriegsmarine. The German Navy, blockaded by the all-powerful Royal Navy, spent much of the later war in port. The servicemen were often re-deployed as infantry units. For the most part, they were given garrison duties and static defensive positions on the Atlantic Wall, but by 1945 in was not uncommon to find German sailors used as infantry.

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ARMY LIST

Radfahrtruppen skirmishing in Russia, by Peter Dennis © Osprey Publishing Ltd. Taken from Elite 156: World War II Combat Reconnaissance Tactics.

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This Army List is based upon the troops and equipment available to the German Army throughout six years of war in Europe, Russia and North Africa. The German Army started out with its infantry equipped with bolt-action rifles, MG34 light machine guns and grenades. By 1945 they would be carrying assault rifles, the improved MG42 medium machine gun and Panzerfaust anti-tank rockets. Their vehicles also changed, from the lowly Panzer I and Panzer II light tanks, to monstrous behemoths like the Tiger II and Jagdtiger.

Eastern Front, Winter 1943–44: (L–R) Leutnant, Jägerregiment 204; Obergefreiter, Grenadierregiment 163; Panzergrenadier, Panzergrenadierregiment 146, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 330: The German Army 1939–45 (4).

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This is the official *Bolt Action* Army List for the forces of Germany in World War II. This fuller and more detailed listing bouth augments and supersedes the shorter Army List found in the *Bolt Action* rulebook.

Players can pick an army in either of two ways:

- Use the Reinforced Platoon selector from the Bolt Action rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below.
- Instead of using the generic Reinforced Platoon selector, use any one of the Theatre Selectors starting on page 67 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method using the Theatre Selectors is more historically representative and therefore better suited for games where a historical portrayal is envisaged; for example an all-conquering assault during the early phases of Operation *Barbarossa*, or the desperate defence of the Atlantic Wall. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate Theatre Selector to choose your army.

ARMY SPECIAL RULES

INITIATIVE TRAINING

In the German army every man is trained with some of the skills of his superiors, and encouraged to show initiative and decisiveness rather than just sit and wait to receive orders.

If an infantry squad's NCO is killed then roll a D6. On the score of a 1, 2 or 3 the NCO is removed as normal. On the roll of a 4, 5 or 6 one of the other troopers takes over the squad and leads it just as effectively as before. To represent this leave the NCO is place and remove any other model instead. If the NCO is successfully replaced the unit does not suffer the usual –1 Morale penalty for losing its NCO.

HITLER'S BUZZ SAW

German-made machine guns, but in particular the lethal MG42, are vastly superior to their enemies' and rightly feared by Allied infantrymen.

German infantry units equipped with light and medium machine guns fire one extra shot (4 for a LMG and 5 for a MMG). Note that this only applies to infantry units, and not to vehicles or vehicle crews that carry machine-guns.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Flamethrower team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery
0–1 Transport vehicle or tow (soft skins or armoured) per infantry and artillery unit in the reinforced platoon.

TYPES OF UNIT

The list is divided into categories as follows.

1 Infantry	Headquarters units
	Infantry squads and teams
2 Artillery	Field artillery
	Anti-tank guns
3 Vehicles	Tanks
	Tank destroyers
	Self-propelled artillery
	Anti-aircraft vehicles
	Armoured cars
	Transports and tows

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INFANTRY

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical unit and supporting observers.

OFFICER

German officers were capable and often experienced leaders. In the German army junior officers were trained to undertake the role of their own immediate superiors, enabling them to use their initiative to take control of situations when necessary. An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants. Because of the high quality of the majority of German officers we rate them as regular or veteran.

Cost: Second Lieutenant (Leutnant) 50pts (Regular), 65pts (Veteran)
First Lieutenant (Oberleutnant) 75pts (Regular), 90pts (Veteran)
Captain (Hauptmann) 110pts (Regular), 125pts (Veteran)
Major (Major) 150pts (Regular), 165pts (Veteran)
Team: 1 officer and up to 2 further men
Weapons: Pistol, submachine gun, rifle, or assault rifle as depicted on the models
Options:
- The officer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field. We rate all medical staff as courageous, befitting their calling, and hence veteran.

Cost: Medic 30pts (Veteran)
Team: 1 medic and up to 2 further men
Weapons: Pistol or none, as depicted on the model
Options:
- The medic may be accompanied by up to 2 men at a cost of +8pts per man

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such a position.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team: 1 Forward Observer and up to 2 further men
Weapons: Pistol, submachine gun, rifle, or assault rifle as depicted on the models
Options:
- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SQUADS & TEAMS

German infantry were generally well trained, well led and well equipped – constituting what was undoubtedly the most effective fighting force in Europe man-for-man. The German army was also heavily outnumbered and – as the war progressed – compromises in recruitment, equipment shortages, and failures of leadership at the highest level, all began to take their toll. By 1945 they were a very mixed bag, from superb, experienced troops to militia with only rudimentary training.

HEER INFANTRY SQUAD

The Heer (Army) formed the largest component of the Wehrmacht and provided the bulk of the manpower in the early to mid-war. These are the men in field grey uniforms, coalscuttle helmets and jackboots that marched into Poland, France and Russia, mostly on foot, but sometimes riding bicycles or transported in trucks.

Cost: Regular Infantry 50pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 5 additional men with rifles at +10pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The entire squad may be mounted upon bicycles for +1 pt per man
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken)

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German counterattack on D-Day, by Peter Dennis © Osprey Publishing Ltd. Taken from Command 5: Erwin Rommel.

- Bicycles: Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot

HEER VETERAN INFANTRY SQUAD

By the campaigns of 1940, 1941 and 1942 most of the German Army had already seen combat and tasted victory, raising the quality of its standard infantry. Even as replacements were fed into units, they would find many experienced men to lend them their knowledge and expertise.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 5 additional men with rifles at +13pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The entire squad may be mounted upon bicycles for +1pts per man
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:
- Tank hunters (if anti-tank grenades taken)
- Bicycles: see the Heer infantry squad entry

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KRADSCHÜTZEN SQUAD

Kradschützen, or motorcycle troops, were a common part of German Panzer Divisions until 1942, by which time they had largely been replaced by Panzer grenadiers mounted in armoured carriers. Their manpower was often recruited from former cavalry units. Although transported on BMW and Zündapp motorcycles (usually with sidecars), these units dismounted to fight. Their missions were to rapidly outflank the enemy, seize forward areas and act as fast reconnaissance units.

Cost: Regular Infantry 60pts
Composition: 1 NCO and 5 men
Weapons: Rifles
Options:

- Add up to 3 additional men with rifles at +10pts each
- The NCO and up to 1 man can have submachine guns instead of rifles for +3pts each
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- The entire squad may be mounted upon motorcycles and motorcycles with sidecars for +5pts per man

Special Rules:

- Motorbikes: A mounted squad use the motorbikes rules (see rulebook)

HEER GRENADIER SQUAD

In 1943 the title of 'Infantry' was changed to 'Grenadier' to improve esprit de corps and give the poor infantry some of the vaunted Panzer Grenadier's reputation and kudos. German grenadiers were provided with the best light machine gun of the war and some squads carried two. By the late war, most German grenadier squads were carrying a proportion of StG44 assault rifles or submachine guns instead of rifles to increase their firepower against an enemy increasingly equipped with submachine guns and semi-automatic rifles. However, the exact weaponry carried could vary greatly in practice, and so we allow a squad to be built as follows.

Cost: Regular Infantry 50pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 5 additional men with rifles at +10pts each
- The NCO and up to 1 man can have submachine guns instead of rifles for +3pts each
- The NCO and up to 2 men can have assault rifles instead of rifles for +5pts each
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- Up to 4 men can have a Panzerfaust in addition to other weapons for +5pts each
- If Panzerfaust are not taken, the squad can be given anti-tank grenades instead for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

HEER VETERAN GRENADIER SQUAD

Those men that survived quickly learnt the art of fieldcraft and became formidable opponents, battle-hardened and well-equipped – a match for any enemy infantry. Panzer Grenadiers, the infantry of the Panzer divisions, rode to battle in half-tracked armoured carriers. Well, on paper at least, but in actuality a shortage of half-tracks meant that only about 10% of Panzer grenadier battalions had their carriers, the other 90% relied upon trucks and even civilian cars and fought on foot.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 5 additional men with rifles at +13pts each
- The NCO and up to 6 men can have submachine guns instead of rifles for +3pts each
- The NCO and up to 9 men can have assault rifles instead of rifles for +5pts each
- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader

A classic German Heer infantry squad ready for action

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Panzergrenadiers advance using ditches as cover

- Up to 4 men can have a Panzerfaust in addition to other weapons for +5pts each
- If Panzerfaust are not taken the squad can be given anti-tank grenades instead for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

HEER PIONEER SQUAD

All the Panzer divisions included their own 'organic' combat engineer units – known as Pioneers or Panzer Pioneers. They were equipped for attacking enemy fortifications, as well as for mine clearance and demolition work. Unlike other nation's engineers, they were regarded as combat troops and were often called upon to lead attacks against the toughest enemy positions, frequently riding into battle in armoured carriers.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles

Options:

- Add up to 5 additional men with rifles at +13pts each
- The NCO and up to 6 men can have submachine guns instead of rifles for +3pts each
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- Up to 1 man can have a flamethrower instead of a rifle for +20pts – another man becomes the assistant
- The squad can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank hunters (if anti-tank grenades taken)

FALLSCHIRMJÄGER SQUAD (EARLY WAR)

Fallschirmjäger – German for 'paratroopers' – were elite troops who formed part of the Luftwaffe. They conducted airborne operations during the invasion of France, against Norway and captured the island of Crete in 1941 in Operation *Mercury*, despite taking heavy casualties. It would be their last major airdrop. One problem the paratroops faced was that their weapons, including rifles and submachine guns, were

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dropped separately in canisters, meaning that once upon the ground they were unarmed until the canisters were recovered. These rules assume the canister has already been recovered.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 5 additional men with rifles at +13pts each.
- The NCO and up to 2 men can have submachine s instead of rifles for +3pts.
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader.
- The squad can be given anti-tank grenades instead for +2pts per man.

Special Rules:
- Tank hunters (if anti-tank grenades taken).

FALLSCHIRMJÄGER SQUAD (LATE-WAR)

After the heavy losses on Crete the Fallschirmjäger were reduced to an infantry role, forming elite infantry units. They were also re-equipped, losing much of their specialist lightweight weaponry in favour of standard issue weapons, anti-tank guns and field artillery. Some units even gained armoured vehicles. The Luftwaffe developed their own assault rifle, the FG42, which was only issued to Fallschirmjäger units.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 5 additional men with rifles at +13pts each.
- The NCO and up to 6 men can have submachine guns instead of rifles for +3pts each.
- The NCO and up to 9 men can have assault rifles instead of rifles for +5pts each
- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader.
- Up to 4 men can have a Panzerfaust in addition to other weapons for +5pts each

WAFFEN-SS SQUAD (EARLY WAR)

The Waffen-SS formed an elite fighting formation separate to the German army and were not strictly part of the Wehrmacht. Often fighting at the forefront of an offensive, they proved themselves dangerous adversaries. They were recruited through the Nazi Party, and many were fanatical about expanding the ideology of fascism and driven by an ugly racial hatred (especially on the Eastern Front).

Fallschirmjäger lie in wait

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 5 additional men with rifles at +13pts each
- The NCO and up to 2 men can have submachine guns instead of rifles for +3pts each
- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader
- The squad can be given anti-tank grenades for +2pts per man
- Waffen-SS Squads can be Fanatics at +3pts per man

Special Rules:
- Waffen-SS Squads can be Fanatics
- Tank hunters (if anti-tank grenades taken)

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WAFFEN-SS SQUAD (LATE-WAR)

By later in the war, the Waffen-SS had taken heavy losses, and many of its replacements came from foreign nationals. It had expanded, and many of its divisions were not of the quality the original units had been. Some were barely the equal of Heer units, while others did retain their hard political edge. Even as the Third Reich crumbled, the Waffen-SS retained its favoured status, and continued to receive preferential treatment in terms of recruits (many very young) and equipment. Even at the end, many Waffen-SS units where still fearsomely equipped with the best the Third Reich could provide.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men

Weapons: Rifles
Options:

- Add up to 5 additional men with rifles at +13pts each
- The NCO and up to 6 men can have submachine guns instead of rifles for +3pts each
- The NCO and up to 9 men can have assault rifles instead of rifles for +5pts each
- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader
- Up to 4 men can have a Panzerfaust in addition to other weapons for +5pts each
- Waffen-SS Squads can be Fanatics at +3pts per man

Special Rules:

- Waffen-SS Squads can be Fanatics

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A Waffen-SS squad – armed and dangerous

WAFFEN-SS CAVALRY SQUAD

Formed in 1942, 8th SS-Cavalry Division 'Florian Geyer' was equipped as a cavalry division that still made use of horses. It took part in anti-partisan fighting in central Russia, where it was involved in the massacre of civilians, and in the retreat to the Dnieper in 1943. The division was destroyed during the siege of Budapest in 1945. Of 30,000 men only 800 survived the fighting and ruthless Russian reprisals. When in combat, the mounted troops generally dismounted and fought on foot.

Cost: Veteran Infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Cavalry Carbines (see below)

Options:

- Add up to 5 additional men with carbines at +13pts each
- The NCO and up to 2 men can have a submachine gun instead of rifles for +3pts each
- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader
- The entire squad may be mounted upon horses for +2pts per man
- Waffen-SS Squads can be Fanatics at +3pts per man

Special Rules:

- Waffen-SS Squads can be Fanatics
- A mounted squad use the Cavalry rules
- Cavalry Carbines: These short-barrelled rifles count as pistols when used from horseback, and rifles when used on foot

Panzerfaust! Waffen-SS ambush Allied armour

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SS Cavalry: (L–R) SS-Oberscharführer, SS-Kavallerie Division, 1943; SS-Rottenführer, 8. SS-Kav Div, 1944; SS-Obersturmbannführer, SS-Kavallerie Division, 1942–43, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 404: The Waffen-SS (2).

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OSTTRUPPEN SQUAD

Even the German army could include green or unmotivated elements – although this would have been rare before the final years of the war. Osttruppen were units recruited from the occupied territories of the east – often from amongst people who had no great love of Stalin's Russia and who welcomed the German occupation. This included ethnic groups such as Turkmen, Kalmyks, Armenians, Azerbaijanis and Georgians from the east as well as Balts, Finns, Ukrainians, White Russians, and Siberians. These units were generally kept away from the fighting until the last few years of the war, when they often surrendered en masse rather than face Allied troops. This entry can also be used for any inexperienced recruits or ersatz/training battalion soldiers.

Cost: Inexperienced Infantry 20pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 5 additional men with rifles at +4pts each
- The NCO may have a submachine gun for +3pts
- Up to 1 man can have a Panzerfaust in addition to other weapons for +5pts
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader

Special Rules:

- Osttruppen are *Shirkers*

VOLKS GRENADIER SQUAD

As the Germans found it increasingly difficult to field enough men or equipment, it was decided to create new types of formation with more emphasis on light automatic weapons – in particular the new StG44 assault rifle – partly to compensate for lack of training and inexperience amongst recruits. Volks Grenadiers should not be confused with Volkssturm – a desperate militia of old men and young boys. In theory at least, the Volks Grenadiers were formed around a core of veteran troops and NCOs and were often highly motivated and patriotic fighters. Units were often understrength and supply problems meant they carried an assortment of weapons – although we have chosen to present them as ideally intended – armed to the teeth with assault rifles. While many Volks Grenadier units crumbled before the enemy, others fought with astonishing tenacity, and to reflect this, their rules give them a chance of emerging as regulars or even veterans under fire.

Cost: Inexperienced Infantry 40pts
Composition: 1 NCO and 4 men
Weapons: Assault rifles
Options:

- Add up to 5 additional men with rifles at 8pts each
- Any riflemen can be given an assault rifle instead at +5pts each
- Any riflemen can be given a submachine gun instead at +3pts per model
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- Up to 4 men can have a Panzerfaust in addition to other weapons for +5pts each

Special Rules:

- Mixed quality – Volks Grenadier squads are Green and must test when they first suffer a casualty as described on page 70 of the rulebook. However, if Volks Grenadiers are uprated to regular infantry as a result of the test, then roll a further die and on a roll of 5 or 6 they are uprated again to veterans

VOLKSSTURM SQUAD

If the Osttruppen were unwilling soldiers, the Volkssturm (literally, 'People's Storm') were a different kettle of fish – militia recruited from amongst the old, unfit and young. Many were drawn from the ranks of the Hitler Youth or from amongst veterans of World War I. They were ill-equipped with a variety of weaponry including crudely made Volkssturm MP3008 submachine guns and Volkssturmgewehr rifle. Others carried weapons captured from other nations earlier in the war or guns dating back to the previous century. Most did not have a uniform, but wore civilian clothing with just a black armband emblazoned with Deutscher Volkssturm Wehrmacht to show their allegiance. Volkssturm battalions were theoretically formed only for the defence of their own military district, but many ended up being sent to the frontline.

Cost: Inexperienced Infantry 35pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 5 additional men with rifles at +7pts each
- The NCO and up to 2 men may have submachine guns for +3pts
- Up to 4 men can have a Panzerfaust in addition to other weapons for +5pts each
- The entire squad may be equipped with bicycles for + 1pts per man

Special Rules:

- Volkssturm units are *Green*
- Bicycles: see the Heer infantry squad entry on page 21

HITLER YOUTH SQUAD

A paramilitary organisation, the Hitler Youth was set up by the Nazi Party to promote its ideology to the youth of Germany, and thus indoctrinate the next generation of Party members. They were not trained for combat, but by the end of the war were being conscripted into military service. Teenage boys were given basic weapons training and expected to fight and die in

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defence of the Fatherland. Often the NCO was a veteran or a formerly invalid soldier returning to duty. Despite their age, these boys often fought with great courage and tenacity, sacrificing themselves for a hopeless cause.

Cost: Inexperienced Infantry 40pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 5 additional men with rifles at +8pts each
- The NCO may have a submachine gun for +3pts
- Up to 5 men can have a Panzerfaust in addition to other weapons for +5pts each
- The entire squad may be equipped with bicycles for + 1pts per man

Special Rules:
- Party indoctrination: Hitler Youth squads are Green and must test when they first suffer a casualty as described on page 70 of the rulebook. However, if Hitler Youth squads are uprated to regular infantry as a result of the test, then roll a further die – on a roll of 5 or 6 they are Fanatics.
- Bicycles: see the Heer infantry squad entry on page 21

German reinforcements for Operation Fischfang, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 155: Anzio 1944.

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KRIEGSMARINE SQUAD

By 1944 the German Navy was largely confined to its ports, and this left large numbers of service men under-employed. The Wehrmacht began to redeploy the Kriegsmarine's manpower as garrison units (generally in coastal towns) and to man fortifications and radar stations along the Atlantic Wall. Admiral Dönitz promised Hitler 12,000 new men for the war effort in late 1944 and the 1st Naval Infantry Division was formed in 1945. Stiffened by Heer regulars, the division fought along the Oder line against the Russian advance. The 2nd Naval Infantry Division fought British forces around Bremen in April 1945. These sailors lacked infantry training, but retained their basic military discipline.

Cost: Inexperienced Infantry 35pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 5 additional men with rifles at +7pts each
- The NCO and up to 1 man may have submachine guns for +3pts
- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader
- Up to 2 men can have a Panzerfaust in addition to other weapons for +5pts each

MEDIUM MACHINE GUN TEAM

The Germans were equipped with two excellent machine guns in the MG34 and rapid-firing MG42 – known to Allied troops as 'Hitler's Buzz Saw' because of its distinctive noise, or 'Spandau' because of where it was manufactured, which was erroneous (but hence the term 'Spandau Ballet' for a man hit by one). Unlike other armies, the Germans used the same machine gun both as a squad weapon from its bipod and as a tripod-mounted support weapon. The tripod mount provided a much more stable firing platform and made it easier to keep up a sustained fire using a belt feed. We therefore treat the tripod-mounted gun as a medium machine gun, while the squad weapon is treated as a light machine gun.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapons: 1 Medium machine gun
Special Rules:

- Team weapon
- Fixed

PANZERSCHRECK TEAM

The Panzerschreck was a German development of the American bazooka, first encountered in North Africa, firing a large calibre shaped-charge rocket projectile. The back-blast from the weapon was so intense that early teams wore protective capes and masks – later a blast shield was fitted to the weapon giving it its distinctive appearance. The Panzerschreck and disposable anti-tank Panzerfaust had replaced the Panzerbüchse 39 anti-tank rifle by 1944.

Cost: 56pts (Inexperienced), 80pts (Regular), 104pts (Veteran)
Team: 2 men
Weapons: 1 Panzerschreck
Special Rules:

- Team weapon
- Shaped Charge

ANTI-TANK RIFLE TEAM

As in the case of many other weapons, the German Army pioneered the use of anti-tank rifles. It was a simple, functional design, firing a single tungsten-core 'bullet' at over 1000 metres per second. Unfortunately tank armour was also increasing, and the weapon was quickly obsolete, although it continued to be used. Even in 1945, a few were issued to Volkssturm units. An improved anti-tank rifle, the

GERMAN MACHINE GUNS

Here we are dealing with the common MG34 and later MG42, but the Germans actually fielded a wide variety of other light and medium machine guns. Amongst the most common was the Luftwaffe's MG15, developed from an aircraft machine gun and issued in huge numbers to Luftwaffe, Heer and training units. Added to this can be the short-barrelled MG34S, an experiment that was rejected after trials on the Eastern Front; the MG30(t), a Czech light machine gun that was developed into the British Bren, but was used by German forces in its original form; and the MG100(h), the designation for old World War I-vintage Lewis guns captured from the Dutch Army and re-issued to occupation forces. Likewise, the MG105(f) – captured French Hotchkiss light machine guns – and many other captured weapons saw action. The Germans may have invented the concept of the general purpose machine gun (as it is known today) years ahead of its time, but their issue was never universal.

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Belgium and Netherlands, 1944: (L–R) Grenadier, Grenadierregiment 1222; Feldwebel, Feldgendarmerietrupp (Motorised) 189; Obergefreiter, Grenadierregiment 1039, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 336: The German Army 1939–45 (5).

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semi-automatic 2cm Panzerabwehrbüchse 785(s) was also used in small numbers. It was fired from a lightweight two-wheeled carriage.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team: 2 men
Weapons: 1 Anti-tank rifle
Special Rules:
- Team weapon

SNIPER TEAM

During the battle of Stalingrad, Russian snipers took such a heavy toll upon the beleaguered Wehrmacht that the Germans began to train and equip their own marksmen to undertake a specialist role as snipers. A variety of rifles were used for sniping, including the standard KAR-98K and the semi-automatic Gewehr 43, all fitted with the high quality ZF 39 telescopic sight, and equipped with precision-manufactured ammunition.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: Rifle
Special Rules:
- Team weapon
- Sniper

FLAMETHROWER TEAM

Flamethrowers – *flammenwerfer* – were used throughout the war and were often employed against buildings or fortifications. During the latter part of the war, the Germans produced a lighter, smaller design that carried enough fuel for a single burst – effectively a one-shot flamethrower – the *Einstossflammenwerfer.* It is not known whether this weapon was actually ever employed, but we include it here out of completeness. The following details allow for a team consisting of a single flammenwerfer and assistant, or two men armed with one-shot flamethrowers.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: 1 Infantry flamethrower or 2 one-shot infantry flamethrowers
Special Rules:
- Flamethrower
- Team weapon (Flammenwerfer)
- One shot weapon (Einstossflammenwerfer)

LIGHT MORTAR TEAM

The Germans had many mortars – *granatwerfer* – in several calibres, the lightest of which was the 50mm Granatwerfer 36 infantry mortar. This saw much action close to the frontlines and was basically a close-range support weapon that could easily be carried and used by infantry. It was, however, complex to use, and so was withdrawn from service in 1942 in favour of larger mortars. The Germans also made use of captured mortars including the Russian 50mm. As the war progressed, the 50mm mortar was partially replaced with a lightened version of the 80mm mortar in the same role – this was the 'Stummelwerfer' or "Stump-Thrower". Treat both the 50mm and shortened 80mm as light mortars.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team: 2 men
Weapons: 1 Light mortar
Special Rules:
- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

The standard German medium mortar of the war was the 80mm Granatwerfer 34. It was a very effective and accurate weapon that could provide longer range, on-call fire support. It had a maximum range of 2,400 metres and could maintain a rate of fire of 15–20 rounds per minute. It was carried by its crew in three pieces: base plate, tube and bipod.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapons: 1 Medium mortar

GERMAN INFANTRY ANTI-TANK WEAPONS

As with machine guns, we have only listed the 'common' weaponry, but there were variations. The PzB 39 anti-tank rifle was actually preceded by the more complex PzB 38, of which 1,600 were manufactured, but that was not adopted for service after trials. As with machine guns, captured British, French and Russian anti-tank rifles also saw action. The Panzerfaust here is assumed to be the common Panzerfaust 60. There were also the smaller Panzerfaust 30 and Klein 30, and the slightly larger Panzerfaust 100 (the number relates to its effective range in metres, not the size of the warhead). Two even larger versions, the 150 and 250 were in development when the war ended.

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A Waffen-SS sniper team pinpoints the enemy

Options:
- May add a spotter for +10pts

Special Rules:
- Team weapon
- Fixed
- Indirect fire
- HE (D6)

HEAVY MORTAR TEAM

The heavy mortar used by the German was the 120mm calibre Granatwerfer 42. It was a close copy of captured Russian 120mm mortars and was developed to give the infantry an even longer range and heavier weight of shot than the 80mm mortar. Its maximum range was 6,000 metres and each shell weighed 15kg. It entered service in 1942 (hence the name) and was well-liked by the infantry for its effectiveness. Other, less common, heavy mortars included the 100mm Nebelwerfer 40 which had a wheeled carriage. Both are treated as heavy mortars.

Cost: 46pts (Inexperienced), 65pts (Regular), 84pts (Veteran).
Team: 4 men
Weapons: 1 Heavy mortar
Options:
- May add a spotter for +10pts

Special Rules:
- Team weapon
- Fixed
- Indirect fire
- HE (2D6)

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ARTILLERY

FIELD ARTILLERY

German field artillery often lagged behind that of Germany's enemies in terms of development and effectiveness. Many of the larger weapons dated from the previous war, and field guns were frequently those captured during earlier campaigns. Outranged by bigger and heavier Russian weapons, and substantially outgunned on both Eastern and Western Fronts, the Germans soldiered on with what could be mustered.

LIGHT ARTILLERY

The Germans employed a tremendous variety of light infantry guns, mountain guns, field guns and howitzers, which generally had a calibre of 75mm. These guns were used for close support and were light enough to be manhandled by their crews.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapons: 1 Light howitzer
Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (D6)

MEDIUM ARTILLERY

The Germans employed howitzers of 105mm calibre and larger at divisional level. These long-ranged weapons would be unlikely to see action in the kind of fire fights portrayed in the *Bolt Action* game, unless of course they were to be caught up in a rapid enemy advance.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 4 men
Weapons: 1 Medium howitzer
Options:
- May add a spotter for +10pts

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

HEAVY ARTILLERY

The Germans employed a variety of heavy field guns, mostly of 150mm calibre, including the Feldhaubitze 18 or FH 18, which formed the standard divisional heavy artillery. The same weapon was used in the Hummel self-propelled gun. Of course, these were not the largest guns available to the German armed forces, but they were the most common of the heavy artillery, larger guns often being favoured for coastal defence rather than action in the field.

Making a stand – German forces occupy a hamlet

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Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Team: 5 men
Weapons: 1 Heavy howitzer
Options:
- May add a spotter for +10pts

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (3D6)

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RECOILLESS ARTILLERY

Based on an original American idea, recoilless guns vented propellant gases through nozzles (venture) at the rear of the barrel instead of damping recoil using a gun carriage's recoil mechanism. As a gun's recoil mechanism was always heavy, this allowed for a far lighter weapon, on a smaller carriage, suitable for use by airborne and mountain troops. The downside was that the range was reduced and the powerful back blast was hard to conceal from enemy spotters. First Krupp, then Rheinmetal, developed the LG40, which was a 75mm artillery piece first used by Fallschirmjäger forces on Crete in 1941. A 105mm version was introduced in late 1941 and saw service in North Africa. They were used as artillery rather than anti-tank weapons. Both were light enough to be towed behind a Kettenkrad.

75MM LG40

Cost: 45pts (Regular), 54pts (Veteran)
Team: 3 men
Weapons: 1 Light howitzer
Special Rules:
- Team weapon
- Fixed
- Howitzer
- HE (1D6)

105MM LG40/1

Cost: 70pts (Regular), 84pts (Veteran)
Team: 3 men
Weapons: 1 Medium howitzer
Special Rules:
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

NEBELWERFER

Multiple rocket artillery, Nebelwerfer were developed (as the name suggests) as smoke launchers, for use by Nebeltruppen. But, once in service, they were usually used to deliver high-explosive warheads, launching all their rockets in single, swift barrage. Entering service in 1941, the standard Nebelwerfer was the 150mm Nebelwerfer 41, a six-barrelled launcher on a Pak 36 carriage. In 1943 it was joined by a larger 210mm version. Other multiple rocket launchers included the 280mm and 320mm Nebelwerfer 41 mobile trailer, the huge 300mm Rakenetenwerfer 56 and the Schweres Wurfgerat 41 'Howling Cow'. 280mm Wurfrahmen 40 multiple rocket launchers were also mounted upon SdKfz 251 chassis to create stand-in mobile rocket artillery. Regarded as mortars by the Allies, the distinct shriek of the rockets firing and in flight gained them the names 'Moaning Minnie' and 'Screaming Mimi'.

150MM NEBELWERFER 41

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Team: 4 men
Weapons: 1 Nebelwerfer
Options:
- Field Howling Cow rocket launcher with 2 crew for –10pts

Special Rules:
- Team weapon
- Fixed
- Multiple Launcher

A Waffen-SS nebelwerfer prepares to unleash its payload

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ANTI-AIRCRAFT GUNS

Designed to engage enemy aircraft, many automatic cannons saw ample use against other type of targets. Their high-velocity shots were lethal against enemy lightly armoured or soft-skinned vehicles, not to mention against infantry.

20MM FLAK 38

The standard light anti-aircraft weapon of the German armed forces was the 20mm Flak 38, and was widely used by all services. It could fire about 120 rounds per minute, including reloading time.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapons: 1 Light Automatic cannon
Special Rules:
- Team weapon
- Flak
- Fixed
- Gun shield

20MM FLAKVIERLING 38

A development of the Flak 38 was the Vierling variant, a quad mounting originally produced for the Kriegsmarine but its deployment was extended to all arms of service in 1940. Its ferocious rate of fire meant it was feared by Allied fighter-bomber pilots.

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Team: 3 men
Weapons: 4 Light Automatic cannons
Special Rules:
- Team weapon
- Fixed
- Flak

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37MM FLAK 36

Introduced in 1936 the Flak 36 and later Flak 37 served throughout the war. By the later years it was the preferred anti-aircraft weapon due to its heavier shell and extra damage. It could maintain a practical rate of fire of about 100 rounds per minute with reloading time.

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Team: 4 men
Weapons: 1 Heavy Automatic cannon
Special Rules:
- Team weapon
- Fixed
- Flak

88MM FLAK 36 DUAL PURPOSE AA/AT GUN

The classic German 88 was originally developed as a heavy anti-aircraft weapon, and first saw combat during the German intervention in the Spanish civil war. It developed its reputation as a tank-killer during the North African campaign, when Rommel's use of them as anti-tank screens caused the British armour many losses. It was a large weapon, mounted upon a cruciform platform with detachable wheels, but it could be used from the trailer at need. Its time-fused anti-aircraft shell also made it lethal as conventional artillery.

Cost: 148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Team: 7 men
Weapons: 1 Super-heavy anti-tank gun
Special Rules:
- Gun shield
- Team weapon
- Fixed
- Flak
- Versatile: The weapon can also be fired as a light howitzer

Options:
- May add a spotter for +10 points

37mm Flak 36

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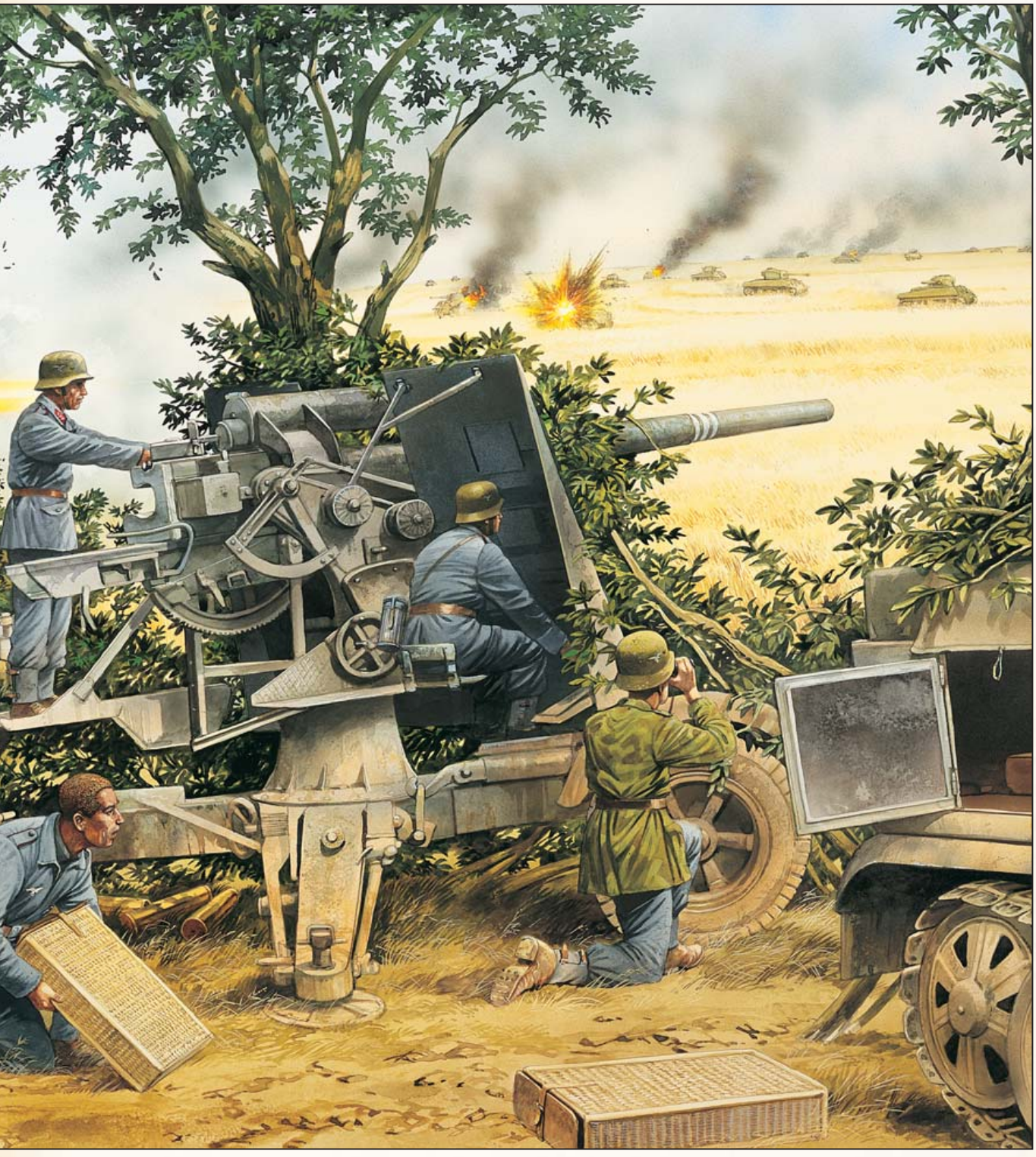

Luftwaffe 88mm guns engaging British armour at Cagny, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 143: Caen 1944.

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ANTI-TANK GUNS

Throughout the war, the race between the penetrative power of the anti-tank guns available to the German army and the armour of the enemy fighting vehicles continued at ever-increasing pace.

PANZERBÜCHSE 41

Panzerbüchse is German for 'anti-tank rifle' but the sPzB 41 was effectively a small anti-tank gun with its own carriage and crew. This remarkable gun was designed on the 'squeeze bore' principle, with the bore reducing from 28mm to 20mm, propelling the shell to a much higher velocity than with a conventional anti-tank gun. This, combined with tungsten core ammunition, gave the sPzB 41 remarkable armour penetration at short ranges – though performance dropped off rapidly. It was used throughout the war by a variety of troops – even including paratroopers. By the late war it was the only light anti-tank gun in service – the 37mm Pak 36 having been withdrawn as an anti-tank gun, although guns were often fitted as support weapons to carriers.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons: 1 Light anti-tank gun
Team: 2 men
Special Rules:

- Squeeze-bore – at ranges of up to 12", its base armour penetration is increased by two to a total of +6, at over half range

Fallschirmjäger PaK 40 position, supported by a menacing StuG III assault gun

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armour penetration is reduced by two instead of the usual one to a total of +2
- Team weapon
- Fixed

Fallschirmjäger 28mm sPzb 41 gun

37MM PAK 36

The standard issue German anti-tank gun in 1939, it equipped the Panzerjäger battalions (Pak is short for Panzerabwehrkanone – anti-tank gun, and 36 indicates the year the weapon was designed). It was arguably the best anti-tank gun in the world at the onset of war, but was quickly outclassed by heavier armour on enemy tanks. Still, 15,000 were produced for Germany and its allies, and it was still in service in 1945. In order to extend its usefulness the Stielgranate 41 hollow-charge ammunition round was developed. This large, fin-stabilised shell fitted over the end of the barrel, but did not have a very long range.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons: 1 Light anti-tank gun
Team: 3 men
Special Rules:
- Gun shield
- Team weapon
- Fixed
- Stielgranate 41: From 1942 onwards a Pak36 can include Stielgranate 41 ammunition at a cost of +15pts. This increases the weapon's penetration by two to a total of +6, but only at short range. Stielgranate 41 ammunition cannot be used beyond short range

50MM PAK 38

First issued in 1940, the Pak 38 was a good weapon in its day, with a 50mm calibre and tungsten cored ammunition. During the invasion of Russia it was one of the few German tank guns capable of piercing the front armour of a T34. By 1943 the 50mm gun was being replaced by the more powerful 75mm Pak 40 as the heavier gun became available in increasing numbers through 1942 and 43. Production was halted in 1944. Some remained in service until the end of the war and were still effective against the majority of Allied tanks.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 3 men
Weapons: 1 Medium anti-tank gun
Special Rules:
- Gun shield
- Team weapon
- Fixed

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75MM PAK 40

The Pak 40 was the standard German anti-tank gun of the late war period. It was a very effective weapon that was capable of destroying almost any Allied tank. It was, however, a great deal heavier than the Pak 38. Many Pak 40s were mounted upon self-propelled carriages for extra mobility.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team: 4 men
Weapons: 1 Heavy anti-tank gun
Special Rules:
- Gun shield
- Team weapon
- Fixed

88MM PAK 43

The Pak 43 was the most formidable German anti-tank gun used in significant numbers during the war and one of the most dreaded weapons to be found on the battlefield. This was a version of the same high-velocity 88mm gun that equipped the Tiger II, and it was easily capable of penetrating and destroying even the most heavily armoured Allied tanks, including such monsters as the Soviet IS-II. It was a very heavy weapon and early versions were fixed to a stable cruciform mount much like the Flak version of the weapon. However, by the late war this had been augmented by a split-trail wheeled carriage – a version known as the 'barn door' from the appearance of the gun's large, flat gun shield.

Cost: 112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Team: 5 men
Weapons: 1 Super-heavy anti-tank gun
Special Rules:
- Gun shield
- Team weapon
- Fixed

128MM PAK 44

A truly monstrous gun, designed in 1944 as a dual-purpose weapon, for service as both an anti-tank weapon and a field gun. Almost impractical as an anti-tank weapon due to its size and weight, it was transported on a six wheeled carriage. It was another weapon capable of defeating any armour the Allies had, as well as firing a large HE shell, but not enough were manufactured to make a decisive contribution to the war.

Cost: 120pts (Inexperienced), 150pts (Regular), 180pts (Veteran).
Team: 5 men
Weapons: 1 Super-heavy anti-tank gun
Special Rules:
- Gun shield
- Team weapon
- Fixed
- Massive shells: The 128mm Pak 44 was almost as effective at long ranges as at short range – so it does not suffer the –1 penetration penalty when shooting at targets at over half range. It counts its full +7 penetration bonus at all ranges

Fallschirmjäger Pak 40 anti-tank gun

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Take aim…

KAMPFGRUPPE VON LUCK AT OPERATION GOODWOOD

During Operation *Goodwood*, Kampfgruppe Von Luck, under Major Hans Ulrich Von Luck of 21st Panzer Division, became a prime example of the German Army's adaptability and its officers' initiative. Preceding the British tank attack, the RAF and USAAF carpet-bombed the area south of Caen over which the tank attack would progress. This bombardment hammered the forward German positions, shattering units and overturning tanks. As the British tanks rolled southwards, Major Hans Von Luck set about re-organising the defenders. Drawing together the survivors of various units, including those from 16th Luftwaffe Field Division, 1st Battalion, 125th Panzer Grenadier Regiment, tanks and reconnaissance units of 21st Panzer and the 88mm heavy anti-tank guns of 1039th Heavy Anti-Tank battalion, he managed to stem the tide.

Ordering Luftwaffe anti-aircraft units to use their 88s against the advancing British tanks at Cagny, and forming an anti-tank screen, he managed to stall the advance of the British Guards Armoured Division, racing across the battlefields in his own Panzer IV. Massively out gunned and outnumbered, the defences had been on the point of collapse before Von Luck's swift action re-formed an effective defence from the shell-shocked survivors.

Post-war, during battlefield tours, Von Luck was often a guest, giving details of his swift actions and improvised tactics to student British officers. As Von Luck completed his story of a brilliant, heroic and successful defence, the organisers had to remind the esteemed (now Bundeswehr) officer than the Germans had in fact lost the war!

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VEHICLES

The entry of each vehicle includes, for your convenience, information about the period of the war during which the vehicle saw most of its service. It also includes the number of units produced during the war, which of course, is normally an approximation.

TANKS

The German Army was at the forefront of tank development throughout the war (and before it), rapidly pushing tank design from the small, light tanks of 1939 and the outdated 'infantry' tank ideas of World War I (still being pursued by Britain), to create all-round battle tanks. The mainstays were the Panzer III in various marks and the Panzer IV. Later, the Panther would become standard issue.

By the late war, the Germans had developed a bewildering variety of tanks, including some of the heaviest tanks to see action during the whole conflict. The Panzer IV, up-gunned and up-armoured since the beginning of hostilities, was still a formidable weapon, whilst the Tiger II and Panther could meet and defeat any tank the Allies pitched against it.

SPECIAL RULE – SCHÜRZEN ARMOURED SKIRTS

These stand-off, thin armour plates protected a tank's turret and hull sides and were developed to act as additional armour against Russian anti-tank rifles. Later they became more widely used and also helped protect a tank against shaped charges by detonating the warhead before it hit the main armour. If a German tank has Schürzen, then anti-tank rifles and shaped charges, such as bazookas, PIATs, etc., never get the +1 penetration bonus for hitting the vehicle in the side.

PANZER I

Issued to Panzer units at the outbreak of the war, the Panzer I was withdrawn from service in 1940, and very few remained by the time Germany invaded Russia. A few saw service as command tanks in Panzerjäger battalions, but as a combat tank the Panzer I was almost obsolete even as the war began. Other variants included a light command vehicle with a fixed super-structure replacing the turret. The Panzer I's chassis would continue to be used for various self-propelled guns. Principal service: 1939–40. Numbers manufactured: 675.

Cost: 56pts (Inexperienced), 70pts (Regular)
Weapons: 2 turret-mounted MMGs
Damage Value: 7+ (armoured carrier)

PANZER II

The mainstay of the Panzer units in 1939, the light Panzer II was a much-needed improvement over the Panzer I, with better armour and the addition of a 20mm cannon in the turret. The Ausf A,B,C and F were the main service vehicles, with minor improvements to transmission, running gear and armour. Manufacturing of the Panzer II was halted in 1942, but it continued to be fielded in secondary theatres and by anti-partisan forces throughout the war. A few remained as command vehicles into 1943. The final Ausf L 'Luchs' (*Lynx*) was a re-working of the older tank to modernise it, and was issued to some Panzer Divisions as a fully tracked

SS HAUPTSTURMFUHRER MICHAEL WITTMAN – PANZER ACE

Probably the most famous panzer ace of World War II due to his exploits in Normandy, Michael Wittman began his tank career in the invasion of France, crewing StuGs. A farmer's son (many of the SS came from rural backgrounds), after participating in the invasion of Greece, he then commanded a StuG during the invasion of Russia. He was promoted to an officer and, after completing tank training, he was posted to 1st SS Panzer Regiment commanding a Panzer III. By Operation *Zitadelle* in summer 1943 he was commanding a Tiger tank with the same regiment, and scored at least 30 enemy tank kills in 5 days of combat with 1st SS Panzer Division with his powerful tank, including surviving a head-on collision with a T-34 that destroyed the Russian tank when its ammunition detonated.

In 1944 the 1st SS Panzer Division's Tiger Company was transferred to form part of 101st SS Heavy Tank Battalion, and deployed to Normandy to face the Allied invasion. Here he launched a single-handed rampage, attacking a static column of 7th Armoured Division vehicles outside Viller Bocage. His surprise attack caused havoc, and destroyed over thirty British vehicles, including 14-15 tanks. Fighting in the narrow streets of the town, his tank was eventually disabled by an anti-tank shell through the rear armour, and Wittmann and some of his crew escaped on foot.

Re-equipped, he went back into action on 8th August to counter-attack British advances south of Caen during Operation *Totalize*. He was leading three Tiger tanks, when his vehicle was destroyed by a catastrophic hit near St Aignan de Cramesnil. Originally claimed to be a hit by a Sherman Firefly of 144 Royal Armoured Corps, it may be that it was actually a short-ranged flank shot from a Sherman tank of the Canadian Sherbrooke Fusiliers holding Gaumesnil farm, which ambushed the Tigers as they passed by, unaware of their presence. The ammunition detonated and Wittmann was killed inside his Tiger.

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Pz 38(t) light tank

reconnaissance vehicle where it proved useful. For the invasion of Russia 155 vehicles were manufactured or converted into the Flammpanzer II 'Flamingo', mounting two flamethrowers. These proved highly vulnerable because of their volatile fuel inside weak armour and were withdrawn from service in 1942.

PANZER II AUSF A, B, C, F
Principal service: 1939–42. Numbers manufactured: 1800.

Cost: 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons: 1 turret-mounted light autocannon with co-axial MMG
Damage Value: 8+ (light tank)

PANZER II AUSF L 'LUCHS'
Principal service: 1944–45. Numbers manufactured: 100.

Cost: 115pts (Regular), 138pts (Veteran)
Weapons: 1 turret-mounted light autocannon with co-axial MMG
Damage Value: 8+ (light tank)
Special Rules:
- Recce

FLAMMPANZER II 'FLAMINGO'
Principal service: 1941. Numbers manufactured: 155.

Cost: 144pts (Inexperienced), 180pts (Regular)
Weapons: 1 flamethrower covering the front arc and the left arc, 1 flamethrower covering the front arc and the right arc, 1 turret-mounted MMG
Damage Value: 8+ (light tank)
Special Rules:
- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook

PANZER 38(T) AND 35(T)
Another light tank, the 38(t) was a Czech design (the 't' relating to the German word for 'Czech' – *tschechisch*) which was adopted for service with the Wehrmacht after the annexation of Czechoslovakia in March 1939. Originally designated as the vz 38, it was improved upon through the marks with better radio equipment, changes to the vision slits and lights and the Ausf G was up-armoured. It was armed with a 37mm gun and a co-axial-mounted and bow-mounted machine gun. The 38(t) served from 1940, with 7th and 8th Panzer Divisions in France and became more widely used in the invasion of Russia. Models were also exported to Germany's allies, such as Hungary, Rumania and Slovakia. Production was halted in 1942, by which time it had (like the Panzer II) become obsolete, but it had done sterling service and proved itself a capable tank for its day. Its reliable chassis would continue to be used throughout the war for self-propelled guns. This entry can also be used to represent the Panzer 35(t). This earlier tank was more complex to manufacture and less reliable, but comparable in performance.

PANZER 38(T) AUSF A, B, C, D, E, F, G
Principal service: 1940–42. Numbers manufactured: 1500.

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 8+ (light tank)

PANZER III
Development of a heavier tank on a 15 tonne chassis began in 1935, and proved fraught with difficulty. Four marks, the Ausf A, B, C and D, were all development vehicles, with only a few C and Ds seeing combat in Poland. The Ausf E was the first vehicle to go into full production once suspension problems and armour protection had been balanced. The story of the development of the Panzer III, the standard battle tank of the early war years, is a complex one (somewhat simplified below).

The Ausf E mounted a 37mm gun, and Ausf F had more internal improvements to final drive and air-cooling system. The Ausf G was re-armed with a short 50mm gun and would first see service in Russia, whilst the Ausf H was improved with extra armour plates on the hull front and rear. The Ausf J had improved armour again, and would be the first mark to be upgraded with a longer 50mm gun. Later other marks would be retrofitted with the gun. The Ausf L had increased turret armour and a re-designed turret layout. Almost half where armed with short 75mm howitzers, and designated as the Ausf N. The Ausf M was almost identical to the Ausf L, with better wading protection and smoke dischargers. In 1942 a hundred Ausf Ms were converted to Flammpanzer IIIs mounting a flamethrower instead of the main gun.

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The Panzer III was still the backbone of the Panzer regiments in 1943, although it had started to be superseded by the later Panzer IV marks. Approximately a third of the German tanks at the battle of Kursk where still Panzer IIIs. Recognising that the lighter chassis had had its day, post-Kursk the Panzer III was gradually withdrawn from service and replaced by the Panzer V Panther. A single Panzer III E was knocked-out by American forces in Normandy; it was still serving with 116th Panzer Division.

PANZER III AUSF C, D

Principal service: 1939. Numbers manufactured: 45.

Cost: 108pts (Inexperienced), 135pts (Regular)
Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 8+ (light tank)

PANZER III AUSF E, F

Principal service: 1940–42. Numbers manufactured: 535.

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 8+ (light tank)

PANZER III AUSF G

Principal service: 1941–42. Numbers manufactured: 600.

Cost: 124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)
Weapons: 1 turret-mounted medium anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 8+ (light tank)

PANZER III AUSF H, J

Principal service: 1941–43. Numbers manufactured: 3,000.

Cost: 156pts (Inexperienced), 195pts (Regular), 234pts (Veteran)
Weapons: 1 turret-mounted medium anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:
- Reinforced rear armour. The Ausf H and J treat hits against the rear armour as hits against the side armour (i.e. +1 penetration modifier rather than +2)

PANZER III AUSF L, M

Principal service: 1942–43 . Numbers manufactured: 900.

Cost: 195pts (Regular), 234pts (Veteran)
Weapons: 1 turret-mounted medium anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:
- The Ausf L and M may both have Schürzen armour skirts for +10pts

PANZER III AUSF N

Principal service: 1942–43. Numbers manufactured: 700.

Cost: 175pts (Regular), 210pts (Veteran)
Weapons: 1 turret-mounted light howitzer with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)

FLAMMPANZER III

Principal service: 1943. Numbers manufactured: 100.

Cost: 140pts (Inexperienced), 175pts (Regular)
Weapons: 1 turret-mounted flamethrower with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:
- Internal, volatile fuel tanks makes each tank a potential fireball. Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 51 of the rulebook

PANZER IV

The Panzer IV was also developed before the start of the war, as a 20 tonne chassis to carry a 75mm howitzer for close infantry support. It was the largest German tank at the onset of war, and the earliest mark, the Ausf A, saw combat in Poland and France. Like the Panzer III, it would also see a lot of development throughout the war, reaching its finals marks, the Ausf H and Ausf J, by the later years.

The Ausf A was developed into the Ausf B, C, D, E and F, all with minor improvements to the engines, suspension and so forth, but fundamentally it remained the same tank. Only with the arrival of the F2 and the addition of a long 75mm high velocity anti-tank gun did the Panzer IV become a tank capable of taking on enemy tanks of the time. The F2 (known as 'the Pz IV special' to Allied forces in the desert) became the G (the same vehicle in effect), and G became the H with the additional of a slightly improved L/46 75mm gun and better frontal armour. The H would become the standard battle tank, until the final Ausf J was developed, but this only had minor changes, like the improvement of the gearbox and of the turret roof's armour.

If any tank can claim to be the 'standard' battle tank of the German Army then it is the Panzer IV. It was not well liked by its crews, who were often veterans and very aware of the tank's drawbacks. They nicknamed it the Sardinenbüchse, 'Sardine Tin' due to its relative lack of armour.

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PANZER IV AUSF A

Principal service: 1939–40. Numbers manufactured: 35.

Cost: 108pts (Inexperienced), 135pts (Regular)
Weapons: 1 turret-mounted light howitzer with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 8+ (light tank)

PANZER IV AUSF B, C, D, E AND F

Principal service: 1940–43. Numbers manufactured: 1,100.

Cost: 140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons: 1 turret-mounted light howitzer with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)

PANZER IV AUSF G, H, J

Principal service: 1943–45. Numbers manufactured: 7,300.

Cost: 188pts (Inexperienced), 235pts (Regular), 282pts (Veteran)
Weapons: 1 turret-mounted heavy anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- The Ausf G, H and J may all have Schürzen armour skirts for +10pts

PANZER V 'PANTHER'

Encounters with the Russian T-34 and KV-1 tanks during Operation *Barbarossa* came as a tough surprise to the German Army, as they discovered their standard battle tank was outclassed by superior designs. Captured T-34s were studied and, rather than just copy them as was suggested, a new medium

A nasty surprise awaits unwary Allied troops – a Panzer IV ausf H lurks in a ruined village

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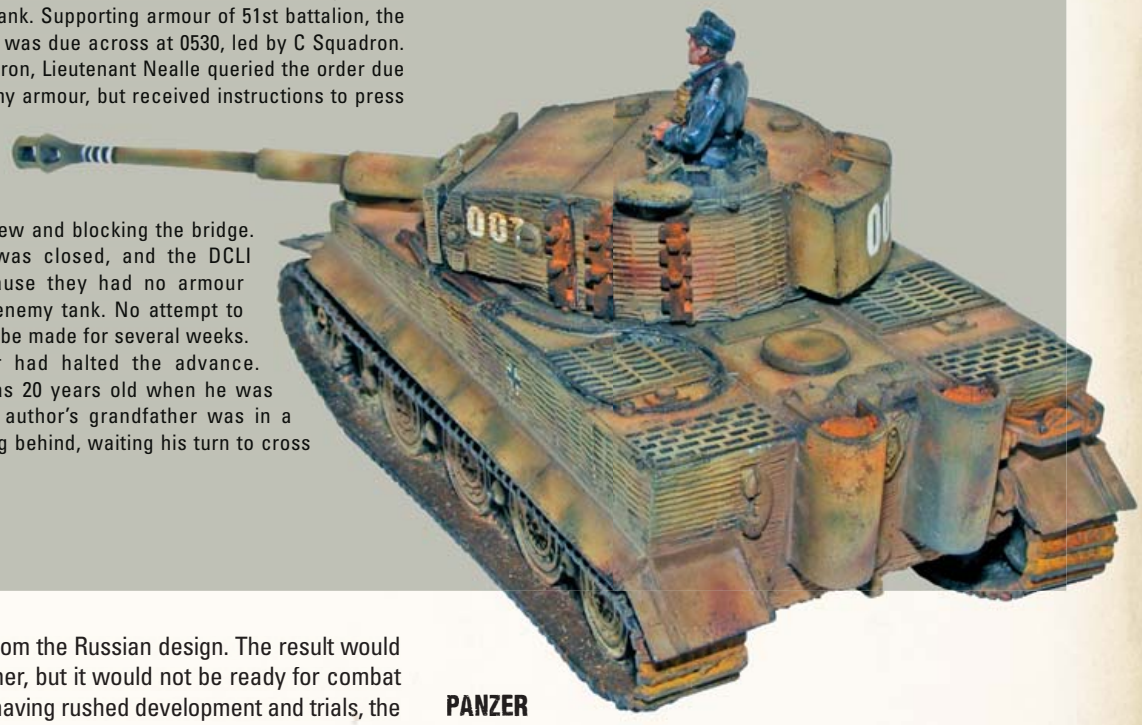
TIGER FEAR

Italy, October 1944: the Allied forces have reached the Savio river. A difficult river crossing operation was in progress, using 5 Churchill Arks at different angles, with the central Ark submerged by 3 feet. Men of the Duke of Cornwall's Light Infantry (DCLI) had formed a small bridgehead when rumours reached the allies of a Tiger tank holding the far riverbank. Supporting armour of 51st battalion, the Royal Tank Regiment, was due across at 0530, led by C Squadron. Commanding C Squadron, Lieutenant Nealle queried the order due to the rumoured enemy armour, but received instructions to press on. As his leading Churchill tank carefully entered the water it was hit, killing all its turret crew and blocking the bridge. The river crossing was closed, and the DCLI withdrew back because they had no armour support against the enemy tank. No attempt to cross the river would be made for several weeks. One rumoured Tiger had halted the advance. Lieutenant Nealle was 20 years old when he was killed in action. The author's grandfather was in a Churchill tank queuing behind, waiting his turn to cross the Savio.



tank was developed from the Russian design. The result would be the Panzer V Panther, but it would not be ready for combat until 1943. Even then, having rushed development and trials, the Panther was beset by mechanical problems and most broke down. After these problems were ironed out, the Panther developed into a superb tank. Replacing the Panzer IIIs in the Panzer Regiments, it was (arguably) the best tank of the war. Fast, heavily armoured to the front, and with a very powerful 75mm L70 gun, it proved itself a tank well ahead of its time. The Panther was developed through three marks. The Ausf D came first, all production of this ceased in 1943 in favour of the later models. It was followed by the A and finally the perfected G.

PANTHER AUSF A, D AND G

Principal service: 1943–45. Numbers manufactured: 6,000.

Cost: 284pts (Inexperienced), 355pts (Regular), 426pts (Veteran)
Weapons: 1 turret-mounted super-heavy anti-tank gun with co-axial MMG and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- The Panther's heavy frontal armour was comparable to that of some much heavier tanks, so against all shots hitting the front of the vehicle it counts its damage value as 10+.

PANZER VI 'TIGER'

Infamous with Allied tank crews, the Tiger was developed as a heavy tank, with design beginning in 1941. By 1942, the first production Tigers reached the frontline troops in Russia and North Africa. A monstrous vehicle, far outclassing anything else in 1942 (and for much of the rest of the war), the Tiger was initially a mechanical nightmare, so heavy that it broke down or the engine overheated and caught fire. Such problems were eventually fixed, and the Tiger became a top class battle tank. It was armed with a powerful 88mm gun, had massively thick frontal armour, which had the drawback of making the tank slow. Heavy tanks were used to equip special, heavy tank battalions, and these were moved from front to front to support major attacks or help shore-up a threatened sector. The Tiger developed its fearsome reputation in North Africa, where just the rumoured presence of the tank could halt Allied attacks – this became known as Tiger fear. Never great in numbers, the Tigers always performed well. At Kursk they were the tip of the German armoured spear and achieved 11 to 1 kill ratios. In 1944 the Tiger II entered service, operating alongside the Tiger Is and then forming whole battalions themselves. The Tiger II (also known as the King Tiger) was even larger, with a

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Fallschirmjäger pave the way, leaving an Allied armoured car aflame

heavier gun and better armour. Weighing in at a monstrous 60 tonnes, it was the largest tank of the war and almost impervious to Allied anti-tank weaponry.

TIGER I

Principal service: 1942–45. Numbers manufactured: 1,300.

Cost: 395pts (Regular), 474pts (Veteran)
Weapons: 1 turret-mounted super-heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 10+ (heavy tank)

TIGER II

Principal service: 1944–45. Numbers manufactured: 490.

Cost: 555pts (Regular), 666pts (Veteran)
Weapons: 1 turret-mounted super-heavy anti-tank gun with co-axial MMG and forward facing hull-mounted MMG
Damage Value: 11+ (super-heavy tank)

TIGER 131 – THE FIRST TIGER KILL

The western allies first encountered the mighty Tiger tank in North Africa in 1942. It came as a great shock to allied tank crews. Only a few vehicles were initially delivered to Tunisia, the first broke down on the dock, another broke down advancing to the front, but the four that arrived had an immediate impact. Near Medjez El Bab, an unsuspecting US tank unit equipped with M5 Stuarts took on a single Tiger tank (plus support) and lost 19 vehicles! The first Tiger tank kill was also claimed at Medjez El Bab, in April 1943. Several British units claim the kill, including the North Irish Horse, 48th RTR and 51st RTR, but the Tiger was not destroyed in the battle. Whilst holding a defensive position, a round fired from a Churchill tank hit the Tiger just at the joint between the hull and the turret ring. The heat of the impact (which failed to penetrate) did cause the metal of the hull to become spot-welded to the metal of the turret, thus preventing the turret from turning. With its main armament effectively neutralised the crew abandoned the tank (why, when it was still mobile, seems to be unknown). The intact tank was duly captured and transported back to Britain for evaluation.

This vehicle is still on display at the Bovington Tank Museum today (turret ring damage in evidence).

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TANK DESTROYERS AND ASSAULT GUNS

Normally based on a tank chassis, German tank destroyers and assault guns replaced the turret-mounted weaponry with a cannon mounted directly into an armoured glacis at the front of the hull. This limited their manoeuvrability, as the traversing ability of the main gun was very restricted, but it gave the vehicle a very low profile and, more importantly, it made it a lot easier and cheaper to produce than an equivalent tank.

STUG III AND VARIANTS, STUG IV

The Sturmgeschütz – *assault gun* – was developed as an infantry support weapon based on the Panzer III chassis. It

King Tiger assault, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 175: Remagen 1945.

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entered service in 1940, and first saw combat in France. It developed through five marks without substantial changes. Only in 1942, with the production of the Ausf F, did its weapon change from a short 75mm howitzer to the new 75mm L48 tank gun of the Panzer IV. This saw the StuG's role change, as it became an all-purpose armoured vehicle, used by Panzerjäger battalions as well as some tank battalions. The StuG III was produced in more numbers than any other German armoured fighting vehicle – over 10,000 in all. Early StuGs had no machine gun, later a crew-served pintle-mounted machine gun was added, then a remotely operated version, and many vehicles that lacked them were subsequently retrofitted with machine guns to provide more firepower against enemy infantry. Production of the StuG III was severely curtailed by Allied bombing, following which the Germans shifted some Panzer IV production over to assault guns built on the Panzer IV chassis. These Stug IVs were entirely comparable to the earlier StuGs in performance and mounted the same gun, so the two types have been included together. Some StuGs were converted to mount a 105mm howitzer. These Sturmhaubitze (StuH) entered service in 1943, and were deployed for close infantry support (ironically the StuG's first role). A final variant was the StuG 33b, developed specifically for the house-to-house combat of Stalingrad, it mounted a 150mm howitzer in an extended superstructure. Very few where manufactured and all saw combat in or around Stalingrad.

STUG III AUSF A, B, C, D AND E

Principal service: 1940–43. Numbers manufactured: 840.

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons: 1 casement-mounted forward facing light howitzer
Damage Value: 9+ (medium tank)

STUG III AUSF F, G AND H AND STUG IV

Principal service: 1943–45. Numbers manufactured: 9,650.

Cost: 184pts (Inexperienced), 230pts (Regular), 276pts (Veteran)
Weapons: 1 casement-mounted forward facing heavy anti-tank gun and 1 MMG with 360 degree arc of fire
Damage Value: 9+ (medium tank)
Options:
- StuG G and H may have Schürzen armour skirts for +10pts

STUH 42

Principal service: 1943–45. Numbers manufactured: 1,200.

Cost: 152pts (Inexperienced), 190pts (Regular), 228pts (Veteran)
Weapons: 1 casement-mounted forward facing medium howitzer and 1 MMG with 360 degree arc of fire
Damage Value: 9+ (medium tank)
Options:
- May have Schürzen armour skirts for +10pts

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STUG 33B

Principal service: 1942–43. Numbers manufactured: 24.

Cost: 248pts (Inexperienced), 310pts (Regular)
Weapons: 1 casement-mounted forward facing heavy howitzer and 1 forward facing hull-mounted MMG
Damage Value: 10+ (heavy tank)

JAGDPANZER IV

Following the success of the StuG design, the Jagdpanzer IV was developed in 1943, and entered service on the Russian Front in the same year as a tank destroyer based on the Panzer IV chassis. Its frontal armour was thicker than a Panzer IV, and with its low profile and powerful gun it proved a successful weapon that continued to serve the German forces until the war's end. Initial versions of the Jagdpanzer IV were produced with the same 75mm gun as the Panzer IV, but later versions were upgraded with the more powerful 75mm gun from the Panther.

JAGDPANZER IV

Principal service: 1944–45. Numbers manufactured: 640.

Cost: 216pts (Inexperienced), 270pts (Regular), 324pts (Veteran)
Weapons: 1 casement-mounted forward facing heavy anti-tank gun and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:
- May have Schürzen armour skirts for +10pts

Special Rules:
- The Jagdpanzer's heavy frontal armour was comparable to that of some much heavier tanks, so against all shots hitting the front of the vehicle it counts its damage value as 10+

JAGDPANZER IV (L70)

Principal service: 1945. Numbers manufactured: 960.

Cost: 280pts (Inexperienced), 350pts (Regular), 420pts (Veteran)
Weapons: 1 casement-mounted forward facing super heavy anti-tank gun and forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:
- May have Schürzen armour skirts for +10pts

Special Rules:
- The Jagdpanzer's heavy frontal armour was comparable to that of some much heavier tanks, so against all shots hitting the front of the vehicle it counts its damage value as 10+

JAGDPANTHER

The Jagdpanther tank destroyer was based on the Panther chassis and combined that tank's excellent mobility with a hard-hitting 88mm KwK 43 gun as used in the Tiger II. This powerful gun was mounted into an extended front glacis that created a well-armoured casement for the crew. It took part in the fighting on both eastern and Western Fronts and was used during the Battle of The Bulge. A single unit of heavy tank destroyers were issued with Jagdpanther and they inflicted heavy losses on British tank units, before the vehicles were abandoned due to mechanical problems. Like all German tank destroyers, its arc of fire was limited, reducing its effectiveness when deployed in a mobile role. Principal service: 1944–45. Numbers manufactured: 390.

Cost: 390pts (Regular), 468pts (Veteran)
Weapons: 1 hull-mounted forward facing super-heavy anti-tank gun and 1 forward facing hull-mounted MMG
Damage Value: 10+ (heavy tank)

JAGDTIGER

The Jagdtiger – *Hunting Tiger* – was the heaviest and most powerfully armed of all German tank destroyers of World War II. It was based upon the Tiger II tank, but the turret was replaced by a fixed casement with armour up to 250mm thick and mounting a 128mm Pak 44 anti-tank gun. Although of considerable weight, the 128mm weapon was not substantially better than the 88mm gun in the Tiger II at short ranges, but it was superior at long range and could knock out Allied tanks well beyond their effective range. Principal service: 1945. Numbers manufactured: 77.

Cost: 448pts (Inexperienced), 560pts (Regular)
Weapons: 1 casement-mounted forward facing super-heavy anti-tank gun and 1 forward facing hull-mounted MMG
Damage Value: 11+ (super-heavy tank)
Special Rules:
- The 128mm Pak 44 was almost as effective at long ranges as at short range – so it does not suffer the –1 penetration penalty when shooting at targets at over half range. It counts its full +7 penetration bonus at all ranges

Jagdpanther

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OBERLEUTNANT WOLFGANG VON BOSTELL – STUG ACE

As part of 12th Infantry Division's Panzerjäger battalion, von Bostell served in Poland and France, before taking part in Operation Barbarossa. He was wounded in action serving his anti-tank gun in 1941, and rejoined his unit for the battles during the relief of the Demjansk pocket in 1942.

After experiencing such ferocious fighting, he was chosen as an officer candidate and spent 1943 in training in Germany, eventually graduating as a Sturmgeschültz platoon commander. He returned to action in April 1944 with StuG Battalion 1023 in the northern sector of the Eastern Front, and saw more combat in Estonia and Latvia.

It was supporting an attack by 23rd Infantry Division that he earned his reputation as a StuG ace, destroying six T-34s in just minutes, causing the remaining Russian tanks to withdraw. At dawn on the next day the Russians attacked again, and von Bostell and his platoon found themselves surrounded by enemy infantry. Fortunately, they were mistaken for friendly vehicles by the enemy, which waved them forwards. Von Bostell returned the wave before calmly taking aim at the rear of an advancing T-34. The T-34 was destroyed by his first shot, then a second erupted into flame with his second. A veritable siege by Russian infantry followed suit, and von Bostell and his crew were locked down inside their assault gun, machinegun blazing, and even firing their MP40s from vision ports. Still, von Bostell's gunner quickly hit and destroyed two more T-34s in a small copse. Then one of the StuG's track broke. Only able to turn on the spot, the StuG still destroyed another tank before its engine stalled and would not restart. The commander refused to abandon the vehicle and fought on, fending off enemy infantry. Seeing the vehicle stranded, German infantry attacked and saved the StuG and its crew. Von Bostell was credited with 11 tank kills for the action and he won the Knight's Cross of the Iron Cross.

He was wounded in action in August 1944, and in 1945 returned to action with the 205th Infantry Division's panzerjäger battalion in Courland, Latvia, where he led 17 counter-attacks in hard fighting in the Courland Pocket between 2–8 May 1945. He was wounded in action again during these battles.

There, his three StuGs formed part of a counter-attacking force against a threatened Russian breakthrough. He led one of the two-pronged attacks, but the other attack failed due to enemy minefields. Von Bostell pressed on regardless and overran enemy anti-tank gun positions before his vehicle was hit by a 122mm shell, and severely damaged. Withdrawing to cover, he kept firing, knocking out the enemy gun, then abandoned the StuG and took command of another. Still leading the attack, his StuG hit a mine as was immobilised. Von Bostell switched to the third StuG, and destroyed two more anti-tank guns before it too was disabled. Von Bostell wasn't finished yet. He requisitioned another StuG from the supporting 9122nd StuG Brigade and continued the attack, halting the Russian breakthrough at the cost of 8 anti-tank guns, 1 heavy howitzer and 450 dead. His total had reached 48 enemy armoured vehicles destroyed.

Captured by the Russians in May 1945, he spent 8 years as a prisoner of war before being released and returning to Germany.

HETZER

The Hetzer – or Jagdpanzer 38(t) to give it its proper designation – was a small and cheap alternative to the bigger tank destroyers such as the Jagdtigers and Jagdpanthers. It carried a relatively powerful 75mm gun – a version of that used on the StuG III. The low profile vehicle's frontal armour was as good as that of most Allied tanks although its side armour was relatively weak. As well as the forward facing hull-mounted main armament, the Hetzer had a remotely operated machine gun that could be fired by the crew from within the vehicle. Principal service: 1944–45. Numbers manufactured: 2,580.

Cost: 168pts (Inexperienced), 210pts (Regular)
Weapons: 1 hull-mounted forward facing heavy anti-tank gun and 1 MMG with 360 degree arc of fire
Damage Value: 9+ (medium tank)
Special Rules:
- The Hetzer's weak side armour means that all shots to the side of the vehicle count as to the rear (i.e. they have a +2 penetration modifier rather than +1)

NASHORN

The Nashorn – *rhinoceros* – was built to mount the powerful 88mm KwK 43 – the same weapon that would eventually be carried by the Tiger II and Jagdpanther. It was a hasty response to the need for mobile heavy anti-tank guns, with its vulnerable open-topped superstructure and light construction that enables it to bear the weight of its mighty gun. Although soon superseded by better designs, the Nashorn soldiered on until the end of the war equipping heavy anti-tank battalions. Also known as the Hornisse (hornet), the Nashorn had no fixed secondary weapons but the crew carried an MG34 machine gun – which we allow them to make use of if required. Principal service: 1943–45. Numbers manufactured: 490.

Cost: 212pts (Inexperienced), 265pts (Regular), 318pts (Veteran)
Weapons: 1 forward facing super heavy anti-tank gun and 1 crew-carried MMG with 360 degree arc of fire
Damage Value: 8+ (light tank)
Special Rules:
- Open-topped
- The crew can either shoot the Nashorn's main gun or the MMG – but not both

ELEFANT

The Elefant (*elephant*) also known as the Ferdinand/Panzerjäger Tiger (P) – was an *ad hoc* creation that married the new high velocity 88mm KwK43 with the rejected Porche version of the Tiger tank. It was produced at the same time as the lightly armoured Nashorn but, where the Nashorn was constructed as lightly as possible, the Elefant was made even heavier by the addition of a further 100mm of frontal armour for

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200mm in all. With all this extra weight, the Elefant was rendered unreliable, unmanoeuvrable and slow. The Elefant's mechanical components were under such strain that operational reliability was severely compromised, and this is represented in the game by the Special Rules given below. Although production was limited to a single run of under a hundred vehicles, all of which were completed in 1943, Elefant equipped units continued to fight on the Russian Front and in Italy until the end of the war. Half of all vehicles built were lost at the battle of Kursk in 1943, mostly immobilised by mines and then destroyed with magnetic anti-tank mines, after which the survivors were modified to include a defensive machine gun. Principal service: 1943–45. Numbers manufactured: 90.

Cost: 408pts (Inexperienced), 510pts (Regular), 612pts (Veteran)
Weapons: 1 casement-mounted forward facing super-heavy anti-tank gun and 1 forward facing hull-mounted MMG
Damage Value: 11+ (super heavy tank)
Special Rules:
- Slow
- Unreliable: If the Elefant suffers one or more pin markers as a result of an enemy attack it automatically suffers one further pin marker in addition – such is its extreme operational unreliability.

BRUMMBÄR

The Brummbär, or *Grizzly Bear,* was a heavy close support weapon, mounting a large 150mm howitzer in tall box-like superstructure and utilising the Panzer IV chassis. Designed to survive in close quarters fighting and drawing heavily upon the experiences of the StuG 33b at Stalingrad, the Brummbär's production was rushed to be available for the Kursk offensive in 1943. Early version had no machine gun, but could mount a pintle-machine gun. Later versions had a ball-mounted machine gun on the left side of the hull. A few continued to serve on both the Eastern and Western Fronts until the end of the war. Principal service: 1943–45. Numbers manufactured: 300.

Cost: 248pts (Inexperienced), 310pts (Regular), 372pts (Veteran)
Weapons: 1 casement-mounted forward facing heavy howitzer and 1 forward facing hull-mounted MMG
Damage Value: 10+ (heavy tank)
Options:
- A Brummbär may have Schürzen armour skirts for +10pts

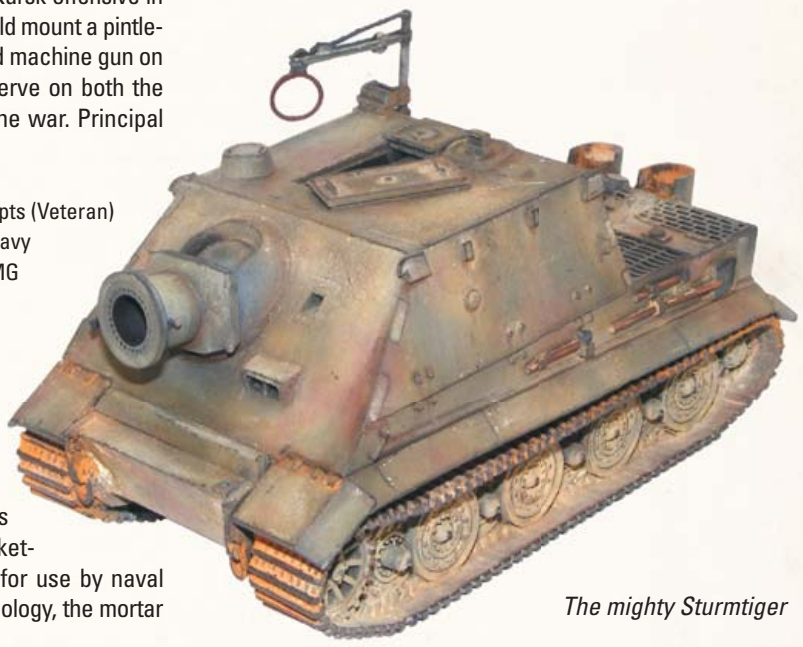
STURMTIGER

The largest and heaviest of the German close support tanks, the Sturmtiger used the Tiger I's chassis to mount an enormous 380mm rocket-assisted mortar, a weapon originally devised for use by naval vessels. A complex weapon utilising new technology, the mortar was capable of demolishing a building (or several) with a single round. The Sturmtiger, whilst formidable, had its drawbacks. The weapon's range was relatively short, and it carried a mere 14 of its huge shells. The vehicle was mostly deployed for defence of Germany. One vehicle deployed during Operation *Nordwind* in the Vosges Mountains fired a single shot into a village that US troops had just occupied, and destroyed 26 vehicles with a direct hit on the village square! The US forces rapidly withdrew. Principal service: 1945. Numbers manufactured: 18.

Cost: 384pts (Inexperienced), 480pts (Regular)
Weapons: 1 casement-mounted forward facing heavy howitzer and 1 forward facing hull-mounted MMG
Damage Value: 11+ (super heavy tank)
Special Rules:
- Rocket Mortar: The devastating blast of the 380mm rocket mortar rolls is HE 4D6 rather than the usual 3D6. The rocket mortar cannot fire to long range

MARDER

The Marder started life as a conversion of various captured and obsolete vehicles to produce mobile anti-tank support for infantry. Early Marders were often armed with captured Russian guns, but by the late war, all used the German 75mm Pak 40 anti-tank gun. Most were constructed on the 38(t) chassis, but Panzer II were also used for the Marder II. Also included is the Panzerjäger I, a 47mm anti-tank gun built onto the Panzer I chassis. Some Marders had a hull-mounted machine gun, whilst in others the crew carried an MG34 machine gun – which we allow them to make use of if required.



The mighty Sturmtiger

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PANZERJÄGER I

Principal service: 1940–42. Numbers manufactured: 200.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons: 1 forward facing medium anti-tank gun
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped

MARDER II

Principal service: 1942–45. Numbers manufactured: 650.

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran).
Weapons: 1 forward facing heavy anti-tank gun and 1 crew carried MMG with 360 degree arc of fire
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped
- The crew can either shoot the Marder's main gun or the MMG – but not both

MARDER III AUSF H, M AND WITH 76.2MM PAK36(R)

Principal service: 1942–45. Numbers manufactured: 650 all variants.

Cost: 132pts (Inexperienced), 165pts (Regular), 198pts (Veteran)
Weapons: 1 forward facing heavy anti-tank gun and 1 forward facing hull-mounted MMG
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped

SDKFZ 251/22 PAKWAGEN

A stop-gap measure using the 251 half-track chassis, it mounted a Pak40 anti-tank gun as a mobile tank hunter. It only saw service in 1945. Principal service and numbers manufactured: see 251/1 entry.

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons: 1 hull-mounted forward facing heavy anti-tank gun
Damage Value: 7+ (armoured carrier)
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts.

Special Rules:
- Open-topped

SDKFZ 251/16 FLAMMPANZERWAGEN

A variant of the 251 series half-track armoured personnel carrier, this vehicle was armed with two flamethrowers, one on either side of the hull, and used by armoured pioneer companies to clear enemy strong points during an assault. Principal service and numbers manufactured: see 251/1 entry.

Cost: 132pts (Inexperienced), 165pts (Regular), 198pts (Veteran)
Weapons: 2 forward facing flamethrowers and a pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured carrier)
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts

Special Rules:
- Open-topped

BORGWARD WANZE AUSF C

The Borgward Wanze was a desperate, improvised mount for a six-barrelled rocket launcher. It was based upon a vehicle designed for mine clearance. This somewhat unlikely contraption was used during the futile defence of Berlin. In rules terms, we treat its multiple recoilless rocket launcher as a Panzerschreck and allow it to shoot throughout the game. Principal service: 1945. Numbers manufactured: around 50.

Cost: 88 pts (Inexperienced), 110 pts (Regular)
Weapons: 1 forward facing 8.8cm Raketenpanzerbüchse 54/1 recoilless rocket launchers (treat this as a Panzerschreck)
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped

SDKFZ 8 WITH ARMOURED CAB

Similar to the SdKfz 7/2 Flak vehicle conversion, the SdKfz 8 was a larger, 12 tonne capacity, half-tracked prime mover, mounting an 88mm Flak 18 gun on the rear, to be used for ground combat as a stand-in anti-tank weapon. They were only used in action in Poland and France. Principal service: 1939–40. Numbers manufactured: 10.

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons: 1 platform-mounted heavy anti-tank gun with 360 degree arc of fire
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped

NOTE ON TERMINOLOGY

SdKfz. is an abbreviation of *Sonderkraftfahrzeug*, which is German for 'special purpose vehicle'. Of the following numbers, the first identifies the vehicle and the second (after the slash) indicates a variant. For example: SdKfz. 251/2

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SELF-PROPELLED ARTILLERY

Mounting artillery pieces on tank chassis allowed the guns to keep pace with the rapid movement of the armoured divisions, which was a fundamental requirement of the Blitzkrieg doctrine, especially after the Germans lost air superiority.

PANZER I SIG 33

Built on a Panzer I chassis, this vehicle was the German Army's first attempt to produce a close support howitzer that could follow the armoured Panzer grenadiers closely into battle. It mounted a sIG 33 150mm infantry gun behind a box-like gun shield. First issued to heavy infantry gun companies for the invasion of France, they later served in the early part of the invasion of Russia, until superseded by later designs. Principal service: 1940–41. Numbers manufactured: 38.

Cost: 124pts (Inexperienced), 155pts (Regular), 186pts (Veteran)
Weapons: 1 forward facing heavy howitzer
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped

GRILLE

The Grille – German for *cricket* - was a self-propelled 150mm howitzer deployed as mobile close artillery support for Panzer grenadier regiments. Variants were built upon the 38(t) chassis and a few on the Panzer II chassis (all of which were sent to North Africa). The Ausf H and more common Ausf K vehicles were very similar in design and function, if not so in appearance, and as such all three models of the Grille are treated as the same vehicle here. Principal service: 1943–45. Numbers manufactured: 400 all variants.

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons: 1 forward facing heavy howitzer and 1 crew carried MMG with 360 degree arc of fire
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped
- The crew can either shoot the Grille's main gun or the MMG – but not both

SDKFZ 250/8 STUMMEL

A variant of the 250 series half-track armoured personnel carrier, the 250 'Stummel' was armed with a 75mm howitzer for close support. Principal service and numbers manufactured: see 250/1 entry.

Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons: 1 forward facing light howitzer
Damage Value: 7+ (armoured carrier)
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts.
- May add one additional pintle-mounted MMG covering the front arc for +15pts.

Special Rules:
- Open-topped

SDKFZ 251/9 STUMMEL

A variant of the basic 251 designed for close support carrying a short 75mm howitzer mounted over the driver's cab. Nicknamed the 'Stummel' (*Stump*), after 1942 each Panzer grenadier battalion was supported by a platoon of Stummels deployed in direct support of the other half-tracks. Principal service and numbers manufactured: see 251/1 entry.

Cost: 93pts (Inexperienced), 116pts (Regular), 139pts (Veteran)
Weapons: 1 forward facing light howitzer
Damage Value: 7+ (armoured carrier)
Transport: Up to 8 men
Tow: Light or medium howitzers; light, medium or heavy anti-tank guns; light or heavy anti-aircraft guns
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts.
- May add one additional pintle-mounted MMG covering the front arc for +15pts.

Special Rules:
- Open-topped

WESPE

The Wespe – German for *wasp* - was an adaptation of the Panzer II chassis to take a 105mm field gun in an open-topped superstructure. They proved very successful and were allocated to armoured artillery battalions with Panzer Divisions alongside the heavier Hummel. Principal service: 1943–45. Numbers manufactured: 670.

Cost: 116pts (Inexperienced), 145pts (Regular), 174pts (Veteran)
Weapons: 1 forward facing medium howitzer and 1 crew carried MMG with 360 degree arc of fire
Damage Value: 8+ (light tank)
Special Rules:
- Open-topped
- The crew can either shoot the Wespe's main gun, or the MMG, but not both

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HUMMEL

The Hummel – German for *bumblebee* – carried a 150mm artillery piece on a chassis that combined elements of existing Panzer III and Panzer IV running gear. This same chassis was also used for the Nashorn tank destroyer. Principal service: 1943–45. Numbers manufactured: 300.

Cost: 148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Weapons: 1 forward facing heavy howitzer and 1 crew carried MMG with 360 degree arc of fire
Damage Value: 8+ (light tank)
Special Rules:
- Open-topped
- The crew can either shoot the Hummel's main gun, or the MMG, but not both

SDKFZ 250/7 AND SDKFZ 251/2 (MORTAR CARRIERS)

Both of these vehicles were variants of half-track armoured personnel carriers. They were designed to carry an 80mm mortar, which could be used from the open back of the vehicle, or dismounted and used on the ground. These vehicles were used for support of reconnaissance troops. Principal service and numbers manufactured: see 250/1 and 251/1 entries.

Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons: 1 forward facing medium mortar
Damage Value: 7+ (armoured carrier)
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts
- May add a spotter for +10pts

Special Rules:
- Open-topped

SDKFZ 251 STUKA ZU FUSS

A variant of the 251 series half-track armoured personnel carrier, this vehicle was a standard Hanomag adapted to carry six 280mm Nebelwerfer rockets on the hull exterior as mobile rocket artillery. Principal service and numbers manufactured: see 251/1 entry.

Cost: 104pts (Inexperienced), 130pts (Regular), 156pts (Veteran)
Weapons: 1 forward facing multiple rocket launcher and a pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured carrier)
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts.

Special Rules:
- Open-topped
- Multiple launcher

PANZERWERFER 42

In 1942 the German Army placed an order for the construction of a 150mm Nebelwerfer on an armoured half-tracked truck, itself an adaption of the Opel Maultier (*mule*). This produced an effective mobile multiple rocket launcher that served with Nebeltruppen on the Eastern and Western Fronts. Principal service: 1943–45. Numbers manufactured: 300.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons: 1 multiple rocket launcher with 360 degree arc of fire
Damage Value: 7+ (armoured carrier)
Options:
- Add a pintle-mounted MMG with 360 degree arc of fire for +15pts.

Special Rules:
- Multiple launcher
- Open-topped

SdKfz 251/9 Stummel

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ANTI-AIRCRAFT VEHICLES

With the loss of German air superiority over the battlefield, it became imperative that the ground forces be protected from air attack. Many solutions were tried, several based upon the Panzer IV chassis.

OSTWIND

The Ostwind (*East Wind*) mounted a single 37mm anti-aircraft gun in a six-sided open turret. It was designed to accompany tank formations onto the battlefield to provide close anti-aircraft fire. Principal service: 1945. Numbers manufactured: 40.

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons: 1 platform-mounted heavy autocannon with 360 degree arc of fire and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:
- Open-topped
- Flak

WIRBELWIND

The Wirbelwind – *Whirlwind*, was another Panzer IV-based anti-aircraft weapon. This time mounting quad 20mm Flak 38s in an open-turret, it was again intended for use with Panzer units, but production was halted in 1944 because the 20mm round was considered to be ineffective against Allied fighter-bombers. Production was then turned over to the 37mm armed Ostwind. Principal service: 1944–45. Numbers manufactured: 90.

Cost: 210pts (Inexperienced), 240pts (Regular), 270pts (Veteran)
Weapons: 4 turret-mounted light autocannons with 360 degree arc of fire and 1 forward facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:
- Open-topped
- Flak

MÖBELWAGEN

A stop-gap air defence measure, the Möbelwagen, or 'furniture van', due to its box-like appearance, was issued to Panzer units until a standard anti-aircraft mount could be designed and produced. It mounted a 37mm cannon on the superstructure which then had to fold down in order for the weapon to traverse, leaving the crew exposed. Principal service: 1944–45. Numbers manufactured: 240.

Cost: 120pts (Inexperienced), 150pts (Regular), 180pts (Veteran)
Weapons: 1 platform-mounted heavy autocannon with 360 degree arc of fire
Damage Value: 9+ (medium tank)
Special Rules:
- Open-topped
- Flak

FLAKPANZER 38(T)

Another interim measure, first ordered in 1943 due to a chronic shortage of Flak vehicles. A quick solution, it used the reliable 38(t) chassis and mounted a single 20mm Flak 38 cannon. They served with the Panzer regiments until the end of the war, an example of a 'temporary measure' that was never replaced! Most went to units fighting on the Western Front. Principal service: 1944–45. Numbers manufactured: 88.

Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons: 1 platform-mounted light autocannon with 360 degree arc of fire
Damage Value: 8+ (light tank)
Special Rules:
- Open-topped
- Flak

SDKFZ 7/1 AND 7/2 WITH ARMOURED CAB

A conversion of the standard SdKfz 7/2, 8 tonne, half-track prime mover with sheet metal welded over its cab and a 37mm Flak 36 anti-aircraft cannon mounted on the rear flatbed. It was issued to Luftwaffe units on all fronts from 1943 onwards. Several hundred were also constructed carrying a Flakvierling 38 instead. Principal service: 1943–45. Numbers manufactured: 123.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 platform-mounted heavy autocannon with 360 degree arc of fire
Damage Value: 7+ (armoured cab)
Options:
- Replace the heavy autocannon with 4 light autocannons for +80pts

Special Rules:
- Open-topped
- Flak

SDKFZ 251/17

By 1943 there was shortage of anti-aircraft weapons, and the 251/17 half-track was a stop-gap measure, carrying a 20mm Flak 38. Four versions were created for use by the Luftwaffe as well as the Heer. By the late war they were being issued to platoon command squads as extra fire support instead of the 251/10. Principal service and numbers manufactured: see 251/1 entry.

Cost: 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Weapons: 1 platform-mounted light autocannon with a 360 degree arc of fire
Damage Value: 7+ (armoured carrier)

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Special Rules:
- Open-topped
- Flak

SDKFZ 251/21 DRILLING
The search for improved anti-aircraft defence created the 251/21 half-track mounting triple 15mm MG151s in a turret. It was only issued in 1945. Principal service and numbers manufactured: see 251/1 entry.

Cost: 116pts (Inexperienced), 145pts (Regular), 174pts (Veteran)
Weapons: 3 turret-mounted light autocannons with a 360 degree arc of fire
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped
- Flak

SDKFZ 10/4 WITH FLAK 38
The standard issue mobile anti-aircraft weapon from 1939 to 1944 was the 1 tonne capacity Demag half-track carrying a single 20mm Flak 38. Ammunition was carried in bins on the vehicle's side and in a towed trailer. It served on all fronts throughout the war with both the Heer and Luftwaffe. Principal service: 1939–44. Numbers manufactured: 600.

Cost: 44pts (Inexperienced), 55pts (Regular), 66pts (Veteran)
Weapons: 1 platform-mounted light autocannon with 360 degree arc of fire
Damage Value: 6+ (soft skinned)
Special Rules:
- Flak

SDKFZ 7/1 AND SDKFZ 7/2
The SdKfz 7 was an ubiquitous half-track artillery tractor and ammunition carrier, several of which were converted into platforms for anti-aircraft weapons, namely the SdKfz 7/1, which sported a Flakvierling 38, and the SdKfz 7/2, armed with a 37mm Flak 37. Principal service: 1943–45. Numbers manufactured: 400.

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons: 1 platform-mounted heavy autocannon with 360 degree arc of fire
Damage Value: 6+ (soft-skinned)
Options:
- Replace the heavy autocannon with 4 light autocannons for +80pts

Special Rules:
- Flak

HORCH 1A FIELD CAR WITH FLAK 38
This was a very common mobile anti-aircraft, particularly during the early part of the war. It comprises a Horch field car mounting a 20mm Flak 38 automatic cannon. Principal service: 1941–45. Numbers manufactured: unknown.

Cost: 40 pts (Inexperienced), 50 pts (Regular), 60 pts (Veteran)
Weapons: 1 platform-mounted light autocannon with 360 degrees line of sight
Damage Value: 6+ (soft skin)
Special Rules:
- Flak

ARMOURED CARS
German armoured cars are immediately recognisable both in the six-wheeled and eight-wheeled configurations. They were primarily designed for reconnaissance duties, but despite this were produced with a variety of weaponry that makes them especially valuable as support for infantry.

KFZ 13 'ADLER' LIGHT ARMOURED CAR
The Kfz 13 'Adler' was developed in the early 1930s as a light reconnaissance vehicle for the newly equipped motorised units the German Army was creating. Built by Daimler Benz, the vehicle looked more like an armoured civilian car than later military equipment. It only saw service in any serious numbers during the Poland campaign. Most had been replaced by 1940, and none remained in service by 1941. It had a crew of 2, a driver and commander/gunner. Principal service: 1939. Numbers manufactured: 150.

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons: 1 pintle-mounted MMG covering the front arc
Damage Value: 7+ (armoured car)
Special Rules:
- Recce
- Open-topped

SDKFZ 222 LIGHT ARMOURED CAR
The SdKfz 222 was a light armoured car used for scouting and as a radio car (Panzerfunkwagen). It had an open turret and mounted a 20mm gun alongside an MG34 machine gun. The turret's design meant the weapons could be elevated to almost vertical, allowing them to be used as anti-aircraft weapons as well. Each had 3 crew – a driver, a gunner and a commander. Armoured cars formed part of the reconnaissance battalions of Panzer Division. They performed well on good roads but poorly in the extreme conditions of the Russian Front where their role was often undertaken by armed half-tracks instead.

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The SdKfz 223 was a radio variant without the 20mm cannon. The SdKfz 221 was an earlier version, armed with a single machine gun. Principal service: 1939–45. Numbers manufactured: 990.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 turret-mounted light autocannon and co-axial MMG
Damage Value: 7+ (armoured car)
Options:

- Replace light autocannon and co-axial MMG with a single turret-mounted MMG and a radio, which confers the Command Vehicle Special Rules to the armoured car (SdKfz 223) – free
- Replace light autocannon and co-axial MMG with a single turret-mounted MMG or a single turret-mounted anti-tank rifle for a reduction of – 25pts (SdKfz 221)

Special Rules:

- Recce
- Open-topped
- Flak (SdKfz 222 only)

SDKFZ 231 HEAVY ARMOURED CAR (6-RAD)

A pre-war design for an armoured car using a 6-wheeled truck chassis, the 6-Rad (six wheels) was a heavy armoured car used by the German Army at the beginning of the war. It featured double driver seats, one at either end of the vehicle, so could be driven in either direction with ease. It was withdrawn from service after the Invasion of France due to its poor cross-country performance, but continued in service with security and anti-partisan units in Russia. It was armed with a turret-mounted 20mm cannon and co-axial machine gun. The SdKfz 232 variant carried a large frame aerial. Principal service: 1939–40. Numbers manufactured: 150.

Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons: 1 turret-mounted light autocannon and co-axial MMG
Damage Value: 7+ (armoured car)
Options:

- Add a radio, which confers the Command Vehicle Special Rules to the armoured car (SdKfz 232), for +25pts.

Special Rules:

- Recce (dual direction steering)

SDKFZ 231 HEAVY ARMOURED CAR (8-RAD)

Developed to replace the six wheeled heavy armoured car, but given the same designation, the later 231 was an eight-wheeled version (8-Rad), but carried the same armament and performed the same battlefield role. Production was halted in 1943 in favour of the later SdKfz 234 design, but some vehicles continued to serve throughout the war. The SdKfz 233 was a close support variant mounting a short 75mm gun, usually weapons removed from Panzer IV tanks in favour of longer

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Hand-to-hand fighting at the fall of the Five-Kopec Bridgehead, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 215: Leningrad 1941–44.

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guns. Principal service: 1941–43. Numbers manufactured: 700 (both variants).

Cost: 80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons: 1 turret-mounted light autocannon and co-axial MMG
Damage Value: 7+ (armoured car)
Options:
- Replace light autocannon and co-axial machine gun with a light howitzer and a MMG covering the forward arc (SdKfz 233) for +20pts

Special Rules:
- Recce (dual direction steering)
- Open-topped (SdKfz 233 only)

SDKFZ 234/1 HEAVY ARMOURED CAR

The SdKfz 234 series were eight-wheeled armoured cars used for armed reconnaissance ahead of a formation's line of advance – a role analogous to that of light cavalry in an earlier age. There were four main versions with differing weapons. The 234/1 carried a 20mm gun and machine gun in an open turret, the 234/2 – 'Puma' – replaced this arrangement with a fully enclosed turret bearing a KwK 30 50mm gun, the 234/3 mounted a short-barrelled KwK 37 75mm gun in a fixed, open-topped superstructure, whilst the 234/4 mounted a long-barrelled 75mm Pak 40 into a fixed open-topped superstructure. All four variants are covered in the details below with the 234/1 given as basic type. Principal service: 1944–45. Numbers manufactured: 200.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 turret-mounted light autocannon and co-axial MMG
Damage Value: 7+ (armoured car)
Special Rules:
- Recce (dual direction steering)
- Open-topped

SDKFZ 234/2 'PUMA' HEAVY ARMOURED CAR

A variant of the 234/1 chassis, developed to carry superior anti-tank capability, the Puma mounted a 50mm gun in a fully enclosed turret, it also had improved armour protection. It was the German Army's most advanced armoured car design of the war. Principal service: 1944–45. Numbers manufactured: 100.

SdKfz 231 (8-Rad)

Cost: 128pts (Inexperienced), 160pts (Regular), 192pts (Veteran)
Weapons: 1 turret-mounted medium anti-tank gun and co-axial MMG
Damage Value: 8+ (light tank)
Special Rules:
- Recce (dual direction steering)

SDKFZ 234/3 HEAVY ARMOURED CAR

Half of all 234/1 production was ordered to incorporate short 75mm howitzers left over from converting Panzer IVs. Designated the 234/3, it was used in close support of the other armoured cars. Only about a sixth of the production actually received the improved armament. Principal service: 1944–45. Numbers manufactured: 90.

Cost: 100pts (Inexperienced), 125pts (Regular), 150pts (Veteran)
Weapons: 1 platform-mounted forward facing light howitzer and a pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured car)
Special Rules:
- Recce (dual direction steering)
- Open-topped

SDKFZ 234/4 HEAVY ARMOURED CAR

Born of a desperation for more mobile anti-tank weapons as the Allied armies closed in on Germany, Hitler ordered that the 234/3 be upgraded to carry the far superior PaK40 anti-tank gun. As a stand-in anti-tank weapon it was still deployed with reconnaissance units and proved quite effective. Principal service: 1945. Numbers manufactured: 90.

Cost: 144pts (Inexperienced), 180pts (Regular), 216pts (Veteran)
Weapons: 1 platform-mounted forward facing heavy anti-tank gun and a pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured car)
Special Rules:
- Recce
- Open-topped

SDKFZ 250/9

Enclosed version of the 250 series half-track armoured personnel carrier, with a 20mm cannon in the turret, it was used as a half-tracked scout vehicle to replace the wheeled SdKfz 222. Full production began in 1943. Principal service: 1941–45. Numbers manufactured: see 250/1 entry.

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Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 turret-mounted light autocannon and a co-axial MMG
Damage Value: 7+ (armoured carrier)
Special Rules:
- Recce
- Open-topped

SDKFZ 250/10 AND SDKFZ 250/11

Once again a variant of the 250 series half-track armoured personnel carrier, this platoon command vehicle was armed with a 37mm PaK36. Principal service: 1941–45. Numbers manufactured: see 250/1 entry.

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons: 1 forward-facing light anti-tank gun
Damage Value: 7+ (armoured carrier)
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts.
- May replace the light anti-tank gun with a Panzerbüchse 41 anti-tank rifle (SdKfz 250/11).

Special Rules:
- Open-topped
- Command vehicle
- Recce
- Squeeze-bore (Panzerbüchse 41) – at ranges of up to 12", its base armour penetration is increased by two to a total of +6, at over half range armour penetration is reduced by two instead of the usual one to a total of +2

SDKFZ 251/23

A variant of the 251 series half-track armoured personnel carrier, this vehicle mounted a 20mm cannon in an enclosed turret. It was developed in 1945 and only used at the very end of the war. Principal service and numbers manufactured: see 251/1 entry.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 turret-mounted light autocannon and a co-axial MMG
Damage Value: 7+ (armoured carrier)
Special Rules:
- Open-topped
- Recce

TRANSPORTS AND TOWS

The Germans had a large range of half-tracked vehicles as transports and tows, and even converted soft-skin lorries to half-tracks to enable them to cope with conditions on the Russian Front.

SDKFZ 251/1 HALF-TRACK 'HANOMAG'

When the concept of a fully mobile and tank equipped Panzer division was being developed, there was a requirement issued for an armoured infantry carrier capable of accompanying the tanks on the battlefield and to allow infantry units (to be known as Panzer grenadiers) to keep pace with an advance.

The Hanomag – named after its manufacturer Hannoversche Maschinenbau AG – was the ubiquitous German half-track used throughout World War II to transport mechanised infantry units. The carrier version was adapted to various roles including the addition of close support weapons such as anti-tank guns, flamethrowers, anti-aircraft guns, and even rockets. Engineering variants included bridge and telephone line layers, whilst further examples were built as radio cars, ambulances and command vehicles. The standard infantry carrier version was the 251/1, which was able to carry up to 12 men in addition to its own crew. It was armed with a single pintle-mounted MG34 machine gun – and had a second rear mount for an anti-aircraft machine gun, which was often not used. The earlier Ausf C vehicle was replaced by the Ausf D model to simplify and thus speed up manufacturing. Principal service: 1939–45. Numbers manufactured: 15,000 all variants.

Cost: 71pts (Inexperienced), 89pts (Regular), 107pts (Veteran)
Weapons: 1 pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured carrier)
Transport: Up to 12 men
Tow: Light or medium howitzers; light, medium or heavy anti-tank guns; light or heavy anti-aircraft guns
Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts.
- May exchange forward-firing MMG for Panzerbüchse 41 for +40pts (SdKfz 251/1s purchased on behalf of Pioneer units only)

Special Rules:
- Open-topped

SDKFZ 251/10

From 1940 each platoon leader was issued with an SdKfz 251/10 variant mounting a PaK36, to provide the platoon with mobile anti-tank support. Inadequate as an anti-tank weapon, the gun became known as a 'the door knocker'. Principal service and numbers manufactured: see 251/1 entry.

Cost: 113pts (Inexperienced), 141pts (Regular), 169pts (Veteran)
Weapons: 1 forward-facing light anti-tank gun
Damage Value: 7+ (armoured carrier)
Transport: Up to 8 men
Tow: Light or medium howitzers; light, medium or heavy anti-tank guns; light or heavy anti-aircraft guns

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Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts

Special Rules:
- Open-topped
- Command vehicle

SDKFZ 250/1 HALF-TRACK

Alongside the SdKfz 251 series of vehicles, the German Army also developed a lighter, shortened version of the personnel carrier, designated the 250. It was for use by reconnaissance units, and as specialist vehicles, often supporting StuG units. Like its larger cousin, the 250 series was also adapted to carry different weapons. Due to delays, it did not enter service until 1941, and was never as common as the 251. Principal service: 1941–45. Numbers manufactured: 6,500 all variants.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Weapons: 1 pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured carrier)
Transport: Up to 5 men
Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun.

Options:
- May add one additional pintle-mounted MMG covering the rear arc for +15pts

Special Rules:
- Open-topped

SDKFZ 10 HALF-TRACK

The smallest (1 tonne rated) of a series of six half-track utility vehicles and prime movers that were in effect the same vehicle, simply scaled up each time. Produced by DeMag, the smaller versions were sometimes used as troop transports as well as tows. The SdKfz 11 was rated as 3 tonnes and the SdKfz 6 as 5 tonnes. Principal service: 1939–45. Numbers manufactured: 14,000.

Cost: 26pts (Inexperienced), 32pts (Regular), 38pts (Veteran)
Weapons: None
Damage Value: 6+ (soft-skin carrier)
Transport: Up to 6 men
Tow: Light or medium howitzer; light, medium or heavy anti-tank gun; light or heavy anti-aircraft gun

SDKFZ 7 HALF-TRACK

The 8-tonne SdKfz 7 was a half-track artillery tractor used to tow heavy guns such as the 88mm Flak and anti-tank guns, and the 150mm artillery piece. It was later adapted as an anti-aircraft platform to carry 20mm or 37mm anti-aircraft guns. There was also a command version. It was not generally used as a troop carrier as its ability to shift heavy loads made it more suitable as a prime mover, but it was capable of carrying up to 12 men in addition to its driver. The 12 tonne rated SdKfz 8 was even larger, and the 18 tonne rated SdKfz 9 was enormous, and generally used by Panzer workshop units as a heavy recovery vehicle. Principal service: 1939–45. Numbers manufactured: 12,000.

Cost: 35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)
Weapons: None.
Damage Value: 6+ (soft-skin carrier)
Transport: Up to 12 men
Tow: Any anti-tank gun, howitzer or anti-aircraft gun

TRUCK

The Germans made use of many different types of truck, including those captured from their enemies. Perhaps the most well-known is the Opel Blitz, although the six-wheeled Krupp-Protze was also widely used and is instantly recognisable. We shall not differentiate between one type of truck and another. Trucks were sometimes armed with a pintle-mounted

SdKfz 250/5 command half-track

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machine gun – primarily for anti-aircraft defence – and we include the option here. Principal service: 1939–45. Numbers manufactured: 350,000.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons: None
Damage Value: 6+ (soft-skin)
Transport: Up to 12 men
Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun
Options:
- May have a pintle-mounted MMG covering the forward arc for +15pts

MAULTIER HALF-TRACK

Maultier– German for *Mule* – trucks were half-track versions of trucks and could be based upon Opel Blitz, Mercedes or German Ford truck designs. They were built when it was found ordinary trucks couldn't negotiate the thick mud encountered on the Eastern Front, and were simply converted from existing trucks and obsolete track components from the Panzer I or from British Bren Carriers captured at Dunkirk. Maultiers were sometimes armed with a pintle-mounted machine gun – primarily for anti-aircraft defence, and we include the option here. Principal service: 1942–45. Numbers manufactured: data inconsistent due to frequent conversion of existing trucks.

Cost: 35pts (Inexperienced), 44pts (Regular), 53pts (Veteran)
Weapons: None
Damage Value: 6+ (soft-skin)
Transport: Up to 12 men
Tow: Light or medium howitzer; light, medium or heavy anti-tank gun; light or heavy anti-aircraft gun
Options:
- May have a pintle-mounted MMG covering the forward arc for +15pts

SDKFZ 4 HALF-TRACK

The SdKfz 4 was an armoured version of the Maultier design – basically a half-track truck with an armoured body. It was something of an improvised beast, like so many German vehicles, but it was successful enough to warrant a few conversions. This entry can also be used for the armoured version of the Schwerer Wehrmachtschlepper, a late-war purpose-built half-track transport vehicle. Principal service: 1942–45. Numbers manufactured: 22,500.

Cost: 71pts (Inexperienced), 89pts (Regular), 107pts (Veteran)
Weapons: 1 pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured carrier)
Transport: Up to 12 men

Opel Blitz

Tow: Light or medium howitzer; light, medium or heavy anti-tank gun; light or heavy anti-aircraft gun
Special Rules:
- Open-topped

KÜBELWAGEN

The Kübelwagen, or 'bucket car' was the military version of the Volkswagen and proved a reliable, rugged and much-liked little workhorse that saw action on every front. Although it lacked the four-wheel drive of Allied jeeps, this was compensated for to some extent by its lighter construction, locking differential and good ground clearance. It could carry four men – three plus a driver – sufficient for a weapons team or HQ unit. Its engine power was never good enough to use it as a light tow. The same values can be used to represent any light car used throughout the war. Principal service: 1940–45. Numbers manufactured: 50,500.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)
Weapons: None
Damage Value: 6+ (soft-skin)
Transport: Up to 3 men
Tow: None
Options:
- May have a pintle-mounted MMG with a 360 degree arc for +15pts

SCHWIMMWAGEN

The Schwimmwagen was adapted from the Kübelwagen to produce a four-wheel drive amphibious vehicle. It was widely used – and not just in an amphibious role – fulfilling a similar function to jeeps in the Allied armies. It was issued to reconnaissance units. Principal service: 1942–45. Numbers manufactured: 15,000.

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Cost: 21pts (Inexperienced), 26pts (Regular), 31pts (Veteran)
Weapons: None
Damage Value: 6+ (soft-skin)
Transport: Up to 3 men
Tow: None
Options:
- May have a pintle-mounted MMG covering the front arc for +15pts

Special Rules:
- Amphibious

RAUPENSCHLEPPER OST

The RSO was a fully tracked truck, designed to combat the terrible ground conditions encountered on the Eastern Front, when thawing ice and snow turned the roads to quagmires and almost immobilised military movements in 1941. The Raupenschlepper Ost (*caterpillar tracks east*) was a utility vehicle, used to transport troops, tow guns and carry supplies, and also saw service on the Western Front. Principal service: 1942–45. Numbers manufactured: 23,000.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons: None
Damage Value: 6+ (soft-skin)
Transport: Up to 12 men
Tow: Light or medium howitzer; light, medium or heavy anti-tank gun; light or heavy anti-aircraft gun

KETTENKRAD

A unique vehicle design, the SdKfz 2 Kettenkrad was a tracked motorcycle originally intended for use by paratroops and in difficult terrain. Introduced into service in 1941, it was a useful utility light tractor and transport, towing a variety of light guns, notably for Gebirgsjäger and Fallschimjäger units, being air transportable in a Ju52 transport aircraft. It could carry three men (one driver and two passengers) and had its own cargo trailer. Kettenkrads saw service on the Eastern Front, in North Africa and on the Western Front. Principal service: 1941–45. Numbers manufactured: 8,350.

Cost: 21pts (Inexperienced), 26pts (Regular), 31pts (Veteran)
Weapons: None
Damage Value: 6+ (soft-skin)
Transport: Up to 3 men
Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun
Special Rules:
- Tracked bike: A Kettenkrad moves as a half-track

LAND-WASSER SCHLEPPER

A fully tracked amphibious tractor, in appearance the Land-Wasser Schlepper was closer to a boat that a land vehicle. Large enough to carry twenty men and equipped with a powerful winch for towing barges, they were used in Tunis harbour for moving supplies and on the Eastern Front for special operations along rivers and in marshy areas. Principal service: 1942–45. Numbers manufactured: approximatively a dozen.

Cost: 48pts (Inexperienced), 60pts (Regular)
Weapons: None
Damage Value: 6+ (soft-skin)
Transport: Up to 20 men
Tow: Any anti-tank gun, howitzer or anti-aircraft gun
Special Rules:
- Amphibious

UNIC P107 HALF-TRACK

The Germans made good use of captured French equipment, including the P107 tractor which was duly converted into a half-tracked armoured personnel carrier. Several hundred of these vehicles took part in the fighting in Normandy. Principal service: 1944. Numbers manufactured: several hundred

Cost: 71 pts (Inexperienced), 89 pts (Regular), 107 pts (Veteran)
Weapons: 1 pintle-mounted MMG covering the forward arc
Damage Value: 7+ (armoured carrier)
Transport: Up to 12 men
Tow: Light or medium howitzers; light, medium or heavy antitank guns; light or heavy anti-aircraft guns
Options:
- May add one additional pintle-mounted MMG covering the left arc for +15 pts
- May add one additional pintle-mounted MMG covering the right arc for +15 pts

Special Rules:
- Open topped

HEAVY FIELD CAR

The German army fielded a number of medium sized vehicles, generally referred to as heavy field cars. These include the Horch and Steyr field cars, and there were numerous types of similar vehicles, including civilian and captured trucks. Principal service: 1939–45. Numbers manufactured: unknown.

Cost: 22 pts (Inexperienced), 27 pts (Regular), 33 pts (Veteran)
Weapons: none
Damage Value: 6+ (soft skin)
Transport: up to 6 men
Tow: light howitzers; light or medium anti-tank guns; light anti-aircraft guns

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THEATRE SELECTORS

137th Infantry Division assaults through the Moscow defences near Voronino, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 186: Operation Barbarossa 1941 (3).

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The German Army changed a lot in the course of six years of constant warfare, and the men and equipment that started the war marching into Poland were very different to those that finished it fighting in the ruins of Berlin.

This section contains 17 theatre selectors, which we sometime refer to simply as selectors. Each theatre selector draws from the main Army List to describe a force that is broadly appropriate for a particular theatre or period of the war. For practical purposes we have divided the war into five phases: Blitzkrieg 1939–42, North Africa 1941–43, Eastern Front 1943–44, Western Front 1943–44 and finally the Fall of the Third Reich, which includes late 1944 and 1945. A number of specific selectors are included for each of these phases.

Before playing a game, the players should choose which Theatre Selectors they will be using to select their reinforced platoon. If they so wish, opponents can 'match-up' their army lists to be contemporary with each other, so a German reinforced platoon for the Eastern Front in 1944 would face a 1944 Russian force. Some of the lists are very specific, such as the Operation *Mercury* list, which only contains Fallschirmjäger forces for 1941, and which should historically fight against the defenders of Crete. Players with good background knowledge could also use this list for the Ramcke Brigade in North Africa. Most of the lists could be extended to similar forces in other theatres.

Obviously, there is nothing to stop players experimenting and playing against forces from different periods and theatres. Whilst not historically accurate, players often like to try 'what-if' type games. In reality, a German force from Poland in 1939 will have very little chance of facing a late-war Russian army with any hope of victory, such was the rapid development of weapons and equipment. On the other hand, the points values will ensure that such a game is fairly evenly balanced in a game of Bolt Action… but be warned, you could have

Heer leIG 18 7.5cm infantry gun

Mount up! Panzergrenadiers prepare to engage the enemy

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trouble penetrating the armour of late-war super-heavy tanks with 1939 anti-tank weaponry.

A few of these theatre selectors include additional special rules, to help add character to games set there and in a simple way represent the historical events or problems faced by the German Army in that theatre. Some lists contain new equipment or introduce new rules – for example, the *fuel shortages* special rule – to give the forces their unique flavours.

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BLITZKRIEG 1939–42

1939 – THE SEPTEMBER CAMPAIGN

In 1939 the campaign to conquer Poland lasted just a month, and saw the Wehrmacht's first attempts to put the theory of Blitzkrieg into practice. They were still refining the tactics and equipment but, even in this fledgling state, they proved too powerful for the Polish defenders.

A German force for Poland in 1939 must comprise one or more reinforced platoons picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

SEPTEMBER CAMPAIGN REINFORCED PLATOON

1 Lieutenant – First or Second
2 Heer Infantry squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Infantry squads, Kradschützen squads or a maximum of 1 Heer Pioneer squad
0–2 MMG teams
0–1 Mortar team: light or medium
0–1 Flamethrower team
0–1 Anti-tank rifle team

Artillery
0–1 gun from:
Anti-tank gun: Pak 36
Artillery gun: light, medium or heavy
Anti-aircraft gun: Flak 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: Kfz 13, SdKfz 222, SdKfz 231 (6-Rad)

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer I, Panzer II Ausf A, B, C or F, Panzer III Ausf C or D, Panzer IV Ausf A, SdKfz 251/2, SdKfz 8 with armoured cab, SdKfz 10/4 with Flak 38

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, SdKfz 251/1, Field Car (counts as Kubelwagen)
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, SdKfz 251/1

Feuer! A Waffen-SS 10.5cm LEFH 18 pounds the Allied lines

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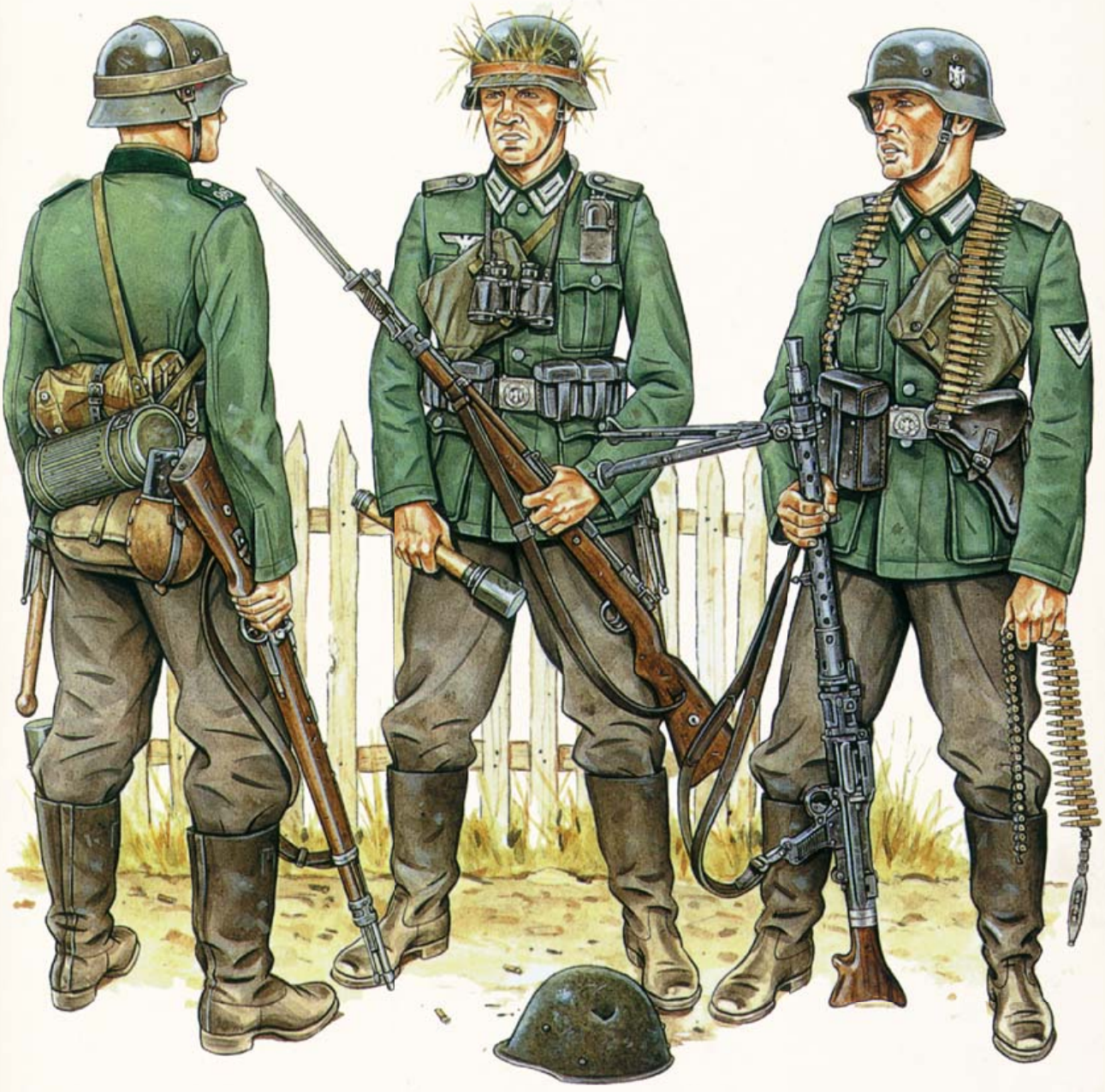

Rifle section, Infanterieregiment 96, Poland 1939: (L–R) Schütze; Unteroffizier; Obergefreiter, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 311: The German Army 1939–45 (1).

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1940 – THE BATTLE OF FRANCE

In 1940 the campaign to conquer France lasted just six weeks, and saw the blitzkrieg score a crushing victory over the combined French and British armies. By now many men had already fought in Poland and the equipment available had been refined and improved upon, with later versions of tanks becoming available.

A German force for France in 1940 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

BATTLE OF FRANCE REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Infantry squads, Waffen-SS squads (early war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Waffen-SS squads (early war), Kradschützen squads or a maximum of 1 Heer Pioneer squad
0–2 MMG teams
0–1 Mortar team: light or medium
0–1 Flamethrower team
0–1 Anti-tank rifle team

Artillery
0–1 gun from:
Anti-tank gun: Pak 36
Artillery gun: light, medium or heavy
Anti-aircraft gun: Flak 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (6-Rad), SdKfz 231 (8-Rad)

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer I, Panzer II Ausf A, B, C or F, Panzer 38(t), Panzer 35(t), Panzer III Ausf C, D, E or F, Panzer IV Ausf A, B, C, D, StuG III Ausf A, Panzerjäger I, Panzer I sIG33, SdKfz 251/2, SdKfz 10/4 with Flak 38

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, SdKfz 251/1, Heavy Field Car, Field Car (counts as Kubelwagen)
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, SdKfz 251/1, Heavy Field Car

German armour edges into a French town, preceded by the sleek Puma armoured car

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1941 – OPERATION BARBAROSSA

In 1941 the invasion of Russia began, the greatest blitzkrieg attack yet planned. The onslaught initially saw Russian opposition crumble, being overrun or surrounded and forced to surrender. The Panzers made huge gains in ground captured, and only the arrival of winter saved Moscow from falling and allowed the Red Army to counterattack and drive the Panzers back.

A German force for 1941 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

OPERATION BARBAROSSA REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Waffen-SS squads (early war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Waffen-SS squads (early war), Kradschützen squads or a maximum of 1 Heer Pioneer squad
0–2 MMG teams

0–1 Mortar team: light or medium
0–1 Flamethrower team
0–1 Anti-tank rifle team

Artillery
0–1 gun from:
Anti-tank gun: Pak 36, Panzerbüchse 41
Artillery gun: light, medium or heavy
Anti-aircraft gun: Flak 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad)

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer I, Panzer II Ausf A, B, C or F, Flammpanzer II 'Flamingo', Panzer 38(t), Panzer III Ausf E, F, G, H or J, Panzer IV Ausf B, C, D or E, StuG III Ausf B, C or D, Panzerjäger I, Panzer I sIG33, SdKfz 251/2, SdKfz 10/4 with Flak 38

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, SdKfz 251/1, Kettenkrad, Heavy Field Car

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1942 – OPERATION BLUE

In spring 1942, German forces struck again in southern Russia, with the objective of capturing the strategic southern oilfields. Again, they broke through and made huge gains, until reaching the river Volga and the city of Stalingrad.

A German force for 1942 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

OPERATION BLUE REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Waffen-SS squads (early war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Waffen-SS squads (early war), Kradschützen Squad or a maximum of 1 Heer Pioneer squad
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Flamethrower team
0–1 Anti-tank rifle team

Artillery
0–1 gun from:
Anti-tank gun: Pak 36, Panzerbüchse 41, PaK 38
Artillery gun: light, medium or heavy
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad) or SdKfz 250/10

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf A, B, C or F, Panzer 38(t), Panzer 35(t), Panzer III Ausf E, F, G, H, J or L, Panzer IV Ausf B, C, D, E or F, StuG III Ausf B, C, D or E, Panzerjäger I, Marder II, SdKfz 251/9, SdKfz 251/2, SdKfz 250/7, SdKfz 10/4 with Flak 38

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

Assault on the Red October steel plant, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 184: Stalingrad 1942.

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1942 – STALINGRAD, DEATH ON THE VOLGA

The battle for Stalingrad became infamous for the savagery of its close quarters fighting, house-to-house and room-to-room through the rubble of the industrial city. A desperate fight saw the Russians halt the offensive and finally hold the Germans, allowing the Red Army's winter counter-offensive to surround and trap them. Finally, frozen and starving, the German 6th Army was forced to surrender in the winter of 1943.

A German force for Stalingrad must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

STALINGRAD REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Veteran Infantry squads, Heer Pioneer squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Heer Pioneer squads
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–2 Flamethrower teams
0–1 Sniper team
0–1 Anti-tank rifle team

Artillery
0–1 gun from:
Anti-tank gun: Pak 36, Panzerbüchse 41, PaK 38
Artillery gun: light, medium or heavy
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36, Horch 1a with Flak 38

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad) or SdKfz 250/10

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer III Ausf E, F, G, H ,J or L, Panzer IV Ausf B, C, D, E or F, StuG III Ausf B, C, D or E, StuG 33b, SdKfz 250/9, SdKfz 10/4 with Flak 38

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

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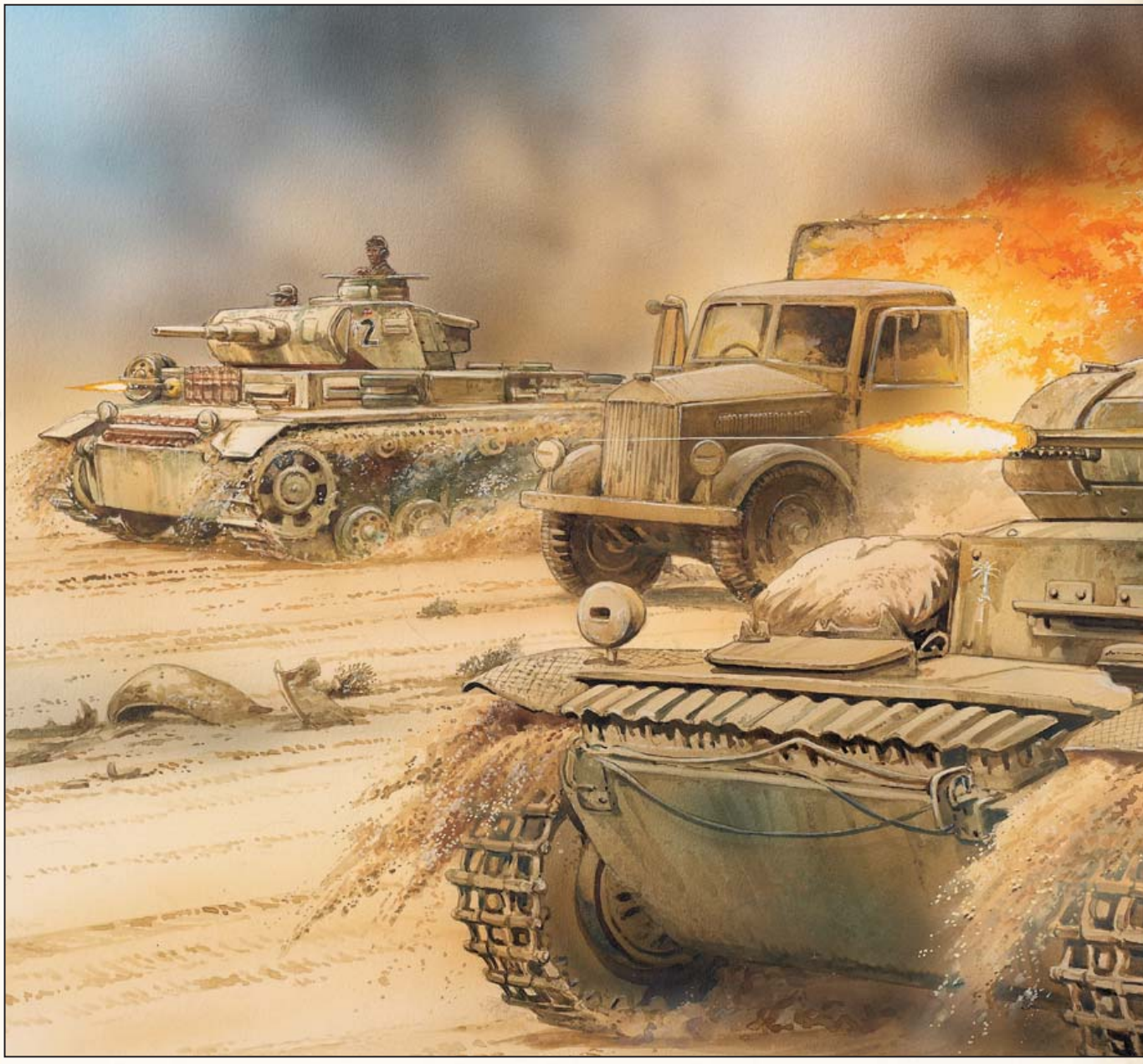
NORTH AFRICA 1941–43

1941–42 – ROMMEL TRIUMPHANT

The Afrika Korps was created in 1941 and deployed to Libya under the command of Erwin Rommel, to aid their allies and act as a blocking force to prevent a further British advance after they had defeated the Italian invaders. The Korps would grow from initially a single brigade to become Panzer Army Afrika. Under Rommel's cunning direction, the Afrika Korps quickly defeated the British 8th Army to recapture Cyrenaica



German Panzers at the battle of Totensonntag, by Peter Dennis © Osprey Publishing Ltd. Taken from Command 5: Erwin Rommel.

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(eastern Libya) and after a see-saw campaign in early 1942 drove back the British deep into Eygpt, eventually threatening Cairo and the security of the Suez canal.

A German force for Africa in 1941 or early 1942 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

ROMMEL TRIUMPHANT REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Kradschützen squads, Fallschirmjäger squads (early war) or a maximum of 1 Heer Pioneer squad

0–2 MMG teams

0–1 Mortar team: light or medium

0–1 Anti-tank rifle team

Artillery

0–1 gun from:

Anti-tank gun: PaK 36, Panzerbüchse 41, PaK 38

Artillery gun: Light, Medium, LG40 or LG40/1

Anti-aircraft gun: Flak 38, Flak 36 or 88mm AA/AT Flak 36, Horch 1a with Flak 38

Armoured Cars

0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad), SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles

0–1 vehicle from: Panzer I, Panzer II Ausf A, B, C or F, Panzer III Ausf E, F, G, H, J, Panzer IV Ausf B, C, D, E, StuG III Ausf B, C, D or E, Panzerjäger I, SdKfz 10/4 with Flak 38

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Kübelwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Kettenkrad, Heavy Field Car

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1941 – OPERATION MERCURY

On 20 May the 7th Fallschirmjäger and 22nd Airlanding Divisions began Operation *Mercury*, the airborne invasion of Crete. Launched from Greece, the paratroopers and glider-borne squads attacked the British (and Commonwealth) and Greek forces from three main landing sites on the north coast of the island. The Fallschirmjäger, later reinforced by 5th Gebirgsjäger (Mountain) Division suffered heavy casualties but captured the island, forcing the defenders to evacuate on 28–31 May. It was to be the last major airborne operation launched by the Wehrmacht.

A German force for Crete 1941 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

MAJOR RUDOLF WITZIG – FALLSCHIRMJÄGER ACE

Rudolf Witzig began his brilliant military career aged 19, and in 1940 jumped into Norway as part of the German invasion, serving with distinction. He was the commander of pioneer company, Fallshirmjäger Regiment 1, for the invasion of Holland and Belgium, and was given the mission of destroying the formidable fortress at Eben Emael. His men would attack in gliders, landing within the fortress to use specially designed shaped charges to destroy the fort's casemates and 18 guns.

The attack was a brilliant success, with just 85 Fallshirmjäger destroying the fort, although Witzig was late, arriving after his glider developed problems and turned back, he quickly joined another glider and arrived in time to take command of the final assault that saw the Belgian garrison of 1,200 men surrender. He was awarded the Knight's Cross of the Iron Cross for leading the attack.

In 1941 he was the commander of 9th company of Fallshirmjäger Sturm Regiment 1 for the invasion of Crete, and landed near Maleme airfield, where he was wounded in action. Evacuated to hospital he returned to command the Fallshirmjäger Pioneer Battalion in Tunisia defending Djebel Abiod. He led an attack on British positions at Sedjenane that recaptured the village, and finally escaped Tunisia via a small boat to reach Sicily.

In June 1944 he was in command of 1st battalion, Fallschirmjager Regiment 21 on the Eastern Front as part of Kampfgruppe Schirmjer, holding positions near the village of Janovo. Here his forces repelled a Russian armoured attack, destroying 27 armoured vehicles in close combat with panzerfausts and panzerschrecks. He then led a rapid forced march withdrawal to avoid encirclement. He received the oak leaves for the Knight's Cross for the action, just the 662nd recipient of this high award.

In 1944–45, as commander of Fallshirmjäger Regiment 18, he fought through Holland and back into Germany, before surrendering at the end of the war. After being released as a PoW he returned to serve with the West Germany Army until 1974.

OPERATION MERCURY REINFORCED PLATOON

1 Lieutenant – First or Second
2 Fallschirmjäger squads (early war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Veteran Infantry squads (as Gebirgsjäger), Fallschirmjäger squads (early war), Heer Pioneer squads (as Fallschirmjäger Pioneer squad)
0–2 MMG teams
0–1 Mortar team: light or medium
0–1 Anti-tank rifle team
0–1 Sniper team
0–1 Flamethrower team

Artillery
0–1 gun from
Anti-tank gun: Pak 36
Artillery gun: Light, LG40 or LG40/1

Armoured Cars
None

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
None

Transports and Tows
No Transport
0–1 Tow from: Kettenkrad

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1942–43 – ROMMEL'S DEFEAT

Defeated at the Battle of El Alamein, Rommel's Afrika Korps retreated back to Libya, and then to Tunisia. Meanwhile, more Allied forces (including the first entry of US Army forces into the war), had landed in Morocco and Algeria. Now hard-pressed from both the east and west, the Afrika Korps fought well, but with little hope of victory, until ultimately evacuating from Tunisia or surrendering in May 1943.

A German force for Africa in late 1942 or 1943 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

ROMMEL'S DEFEAT REINFORCED PLATOON

1 Lieutenant – First or Second
2 Heer Veteran Infantry squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Fallschirmjäger squads (early war) or a maximum of 1 Heer Pioneer squad
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Anti-tank rifle team

Artillery
0–1 gun from:
Anti-tank gun: Pak 36, Panzerbüchse 41, PaK 38, PaK 40
Artillery gun: Light, Medium, LG40 or LG40/1
Anti-aircraft gun: Flak 38, Flak 36 or 88mm AA/AT Flak 36, Horch 1a with Flak 38

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad), SdKfz 234/1, SdKfz 234/3, SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf A, B, C or F, Panzer III Ausf E, F, G, H, J, L, M or N, Panzer IV Ausf B, C, D, E, F or G, StuG III Ausf B, C, D, E or F, Marder II, Marder III Ausf H or M, Tiger I, Grille, SdKfz 251/2, SdKfz 250/7, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Kettenkrad, Land-Wasser Schlepper, Heavy Field Car

King Tiger

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Tunisia 1943: (L–R) Waffenoberfeldwebel, Panzergrenadierregiment 200; Schütze, Afrika-Schützenregiment 961; Feldwebel, Gebirgsjägerregiment 756, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 316: The German Army 1939–45 (2).

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EASTERN FRONT 1943–44

1943 – OPERATION CITADEL

In summer of 1943 the German Army assembled a new assault at a salient in the front lines around the city of Kursk, in southern Russia. The Russian Army was expecting the attack and had dug-in well, with deep echelon defence lines. On 5 June the tank assault began, and the Panzers rolled across the wide steppes, only to find the Red Army fighting ferociously and unwilling to give up their well-prepared positions. In a grinding tank battle, the Germans failed to achieve a significant breakthrough and the operation was cancelled on 17 June after heavy losses on both sides – forces that the Russians had a much better capacity to replace.

A German force for Kursk 1943 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

OPERATION CITADEL REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Waffen-SS Infantry squads (early war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, Waffen-SS squads (early war), or a maximum of 1 Heer Pioneer squad
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Flamethrower team
0–1 Anti-tank rifle team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: PaK 36, Panzerbüchse 41, PaK 38, PaK 40
Artillery gun: light, medium or heavy
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad), SdKfz 250/9, SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf A, B, C or F, Panzer III Ausf L, M or N, Flammpanzer III, Panzer IV Ausf F, G or H, StuG III Ausf E or F, Marder II, Marder III Ausf H or M, Panther Ausf D (*see Special Rules, below), Tiger I, Elefant, Brummbär, Grille, Wespe, Hummel, SdKfz 251/2, SdKfz 250/7, SdKfz 251/9 Stummel, SdKfz 251/16 Flammpanzerwagen, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, SdKfz 251/17, SdKfz 251/1 Stuka zu Fuss

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, SdKfz 4, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

SPECIAL RULES

- **Early Panther**: Rushed into combat for Operation *Citadel*, the Panther had many technical and mechanical problems. If chosen from this list, the Panther must roll a D6 each time it completes a move. On a 2+ it is it fine. On a 1 there is a problem, roll again. To compensate for this, the requisition points cost of these Panthers is reduced by 10%, rounding up to the next whole number (e.g. a vehicle that normally costs 390pts would instead cost 351pts).
  1 – Abandoned. The Panther breaks down and crew abandon it, running for the rear. It counts as destroyed.
  2–3 – Breakdown. The Panther breaks down and is immobilised at the end of its move. It may still fire as normal.
  4+ – Stalled. The Panther is stalled, but the crew will get it running again. It cannot move next turn. After missing a turn it can start moving again.

Panzerschreck team

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1943–44 – ANTI-PARTISAN SECURITY PATROL

After its huge gains and brutal conquests, the German Army found itself beset by resistance fighters and partisan brigades operating far behind the front lines and attacking supply convoys, railway lines and bridges, and the army's important infrastructure. To combat the partisans, many troops had to be diverted from the front to guard against attacks and conduct anti-partisan sweeps, often with great brutality.

A German anti-partisan force for 1943–44 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

ANTI-PARTISAN SECURITY PATROL REINFORCED PLATOON

1 Lieutenant – First or Second

2 Infantry squads: Heer Infantry squads, Waffen-SS squads (early war), Waffen-SS Cavalry squads

plus:

Headquarters

0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry

0–4 Infantry squads: Heer Infantry squads, Waffen-SS squads (early war), or Waffen-SS Cavalry squads
0–1 MMG teams
0–1 Mortar team: light
0–1 Flamethrower team
0–1 Sniper team

Artillery

0–1 gun from:
Artillery gun: light

Armoured Cars

0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (6-Rad), SdKfz 231 (8-Rad), SdKfz 250/9

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles

0–1 vehicle from: Panzer II Ausf A, B, C or F, Panzer III G, H, J or F, StuG Ausf A, B, C, D or E, SdKfz 251/9, SdKfz 251/16 Flammpanzerwagen

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: Truck, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1
0–1 Tow from: SdKfz 10, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Land-Wasser Schlepper

PARTISANS AND ANTI-PARTISAN OPERATIONS

Whenever the Nazis occupied foreign countries, they encountered resistance from partisan units. In France, the Maquis operated in close co-operation with the allied Special Operations Executive (SOE), who lent aid with weapons, explosives, radio equipment, secret agents and even SAS units parachuted into France.

The anti-partisan campaign in Yugoslavia was perhaps the most vicious. The communist General Tito led a resistance army to fight German occupation, and backed by the British, American and Soviet governments, fought a four year campaign (the People's Liberation War), during which the Germans exacted brutal reprisals and attempted to capture or kill Tito with a paratrooper landing at Dvrar in Bosnia in 1944, codenamed Operation *Rösselsprung (Knight's Move).*

In the east, the German Army's rapid advances had resulted in many Russian units being bypassed and stranded behind enemy lines. Not all surrendered – many formed partisan brigades, took to the woods and continued to fight. Partisan operations became an important part of the Red Army's plans to defeat the fascist invaders and a constant thorn in the German's side. Partisans were an effective drain on German combat units – rear area security required men, equipment and even tanks that could not be used for fighting at the front. Partisan units were kept supplied by airdrops and glider landings, and some units were well equipped, even having anti-tank guns dropped to them. In 1942 all partisan groups came under the newly formed Central Headquarters for Partisan Movements at the Russian high command – Stavka, to help organise and co-ordinate partisan actions. It is estimated that there were 90,000 partisans operating in German held territory. Before the Germans launched the attack upon the Kursk salient, the Red Army launched its own intense harassment and sabotage campaign against the build-up of troops in southern Russia. Partisans destroyed almost 300 locomotives, 44 bridges and cut hundreds of railway lines. German security units fought back with great savagery, clearing and burning villages suspected of supporting partisan units.

Whilst you are wargaming the battles on the front line with all the tanks and artillery, it is worthwhile remembering that very enjoyable games can be played between partisan and anti-partisan forces – ambushes of supply columns, assassinations of generals and sabotage missions against railway bridges will all make for exciting games, even if there are far fewer tanks involved!

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Anti-partisan units: (L–R) Waffen-Hauptsturmführer, SS-Sturmbrigade RONA, Warsaw 1944; SS-Rottenführer, SS Sonderregiment Dirlewanger, Belorussia 1944; Schütze, SS-Surmbrigade RONA, Warsaw 1944, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 420: The Waffen-SS (4).

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1944 – DEFENCE OF THE EAST

The Germans' defeat at Kursk saw the Red Army respond with its own counter-offensives. Huge numbers of Russian tanks and soldiers attacked, pushing back the Germans from the northernmost fronts to the Black Sea in the far south, eventually recovering much of the ground lost in 1941 and 1942. The German Army found itself in dire trouble, desperately staving off ultimate defeat, but without the resources to achieve victory.

A German force for 1944 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

DEFENCE OF THE EAST REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Grenadier squads, Osttruppen squads, Waffen-SS squads (late-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Grenadier squads, Heer Veteran Grenadier squads, Waffen-SS squads (late-war), Waffen-SS Cavalry squads, Fallschirmjäger squads (late-war), Osttruppen squads.
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Panzerschreck team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: PaK 36, Panzerbüchse 41, PaK 38, PaK 40
Artillery gun: light, medium or heavy
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad), SdKfz 234/1, SdKfz 234/2, SdKfz 234/3, SdKfz 250/9, SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf L, Flammpanzer III, Panzer IV Ausf G, H, StuG III Ausf F, G or H, StuG IV, StuH42, Marder III Ausf H or M, Panther Ausf D, A or G, Tiger I, Grille, Wespe, Hummel, SdKfz 251/2, SdKfz 250/7, Jagdpanzer IV, Nashorn, Panzerwerfer 42, SdKfz 251/9 Stummel, SdKfz 251/16, SdKfz 250/8 Stummel, SdKfz 251 Stuka zu Fuss, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, SdKfz 7/2 armoured cab, SdKfz 251/17

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, SdKfz 4, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

Waffen-SS scurry through a ruined hamlet

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WESTERN FRONT 1943–44

1943–44 – DEFENCE OF ITALY

In June 1943, as the battle of Kursk was still raging on the Eastern Front, the western Allies launched Operation *Husky* – the invasion of Sicily from North Africa – as a stepping-stone to the invasion of the Italian mainland. While Italy surrendered, the German Army fought on, defending the mountains and many river crossings of Italy to reduce the British and American advance to a slow crawl.

A German force for Italy 1943–44 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

DEFENCE OF ITALY REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Grenadier squads, Waffen-SS squads (late war), Fallschirmjäger squads (late-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Grenadier squads, Heer Veteran Grenadier squads, Waffen-SS squads (late-war), Fallschirmjäger squads (late-war)
0–2 MMG teams
0–1 Mortar team: light or medium
0–1 Panzerschreck team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun:, PaK 38, PaK 40
Artillery gun: light, medium, heavy or 150mm Nebelwerfer
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 231 (8-Rad), SdKfz 234/1, SdKfz 234/3, SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer IV Ausf G or H, StuG III Ausf F, G or H, StuH42, Marder III Ausf H or M, Panther Ausf A or G, Tiger I, Grille, SdKfz 251/2, SdKfz 250/7, Elefant, Nashorn, Brümmbar, SdKfz 251/9 Stummel, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, Flak Panzer 38(t), Möbelwagen

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

Taking the town one street at a time

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1944 – ATLANTIC WALL RESISTANCE NEST

On 6 June 1944 the Invasion of mainland Europe began as Allied troops stormed the beaches of Normandy, faced by the vaunted Atlantic Wall. This was a series of heavy coastal defences including mines, barbed wire, anti-tank ditches and many concrete pillboxes and bunkers. These static positions were manned by poor quality troops, but were well equipped, dug-in into strong widerstand nests (resistance nests) and supported by pre-ranged artillery further inland.

A German resistance nest force for Normandy 1944 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

ATLANTIC WALL RESISTANCE NEST REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Osttruppen squads, Kriegsmarine squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Grenadier squads, Osttruppen squads or Kriegsmarine squads
0–3 MMG teams
0–1 Mortar team: light or medium
0–1 Panzerschreck team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: Pak 36, PaK 38, PaK 40, Pak 43
Artillery gun: Light, Medium, Heavy
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car: SdKfz 222, SdKfz 234/1

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 Panzer 35R (*see Special Rules, below)

Transports and Tows
No transport
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Kettenkrad, Heavy Field Car

SPECIAL RULES

- **Defences:** As well as pillboxes and bunkers, a resistance nest should also be well supplied with trenches, sandbagged dug-outs, barbed wire and other obstacles.
- **Panzer 35R:** Captured French Renault R-35 tanks were issued to

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garrison and training units across France. Outdated light tanks armed with a short 37mm gun, large numbers were captured during the 1940 invasion and saw service with second-line and anti-partisan units. Several units close to the Normandy beaches were equipped with them.

Cost: 100pts (Inexperienced)
Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG
Damage Value: 8+ (light tank)

German forces counter-attack across a bridge in North-West Europe

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1944 – NORMANDY

Once ashore, the Allies began to push inland. OKW (Oberkommando der Wehrmacht) quickly began to reinforce the German units in Normandy with fresh infantry and Panzer divisions, including well-equipped Waffen-SS Panzer divisions and heavy tank battalions. There would be months of fierce fighting through the cornfields, hedgerows and woods of Normandy before the Germans were finally forced to retreat back across France.

A German force for Normandy 1944 must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

NORMANDY REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Grenadier squads, Fallschirmjäger squads (late-war), Waffen-SS squads (late-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Grenadier squads, Heer Veteran Grenadier squads, Waffen-SS squads (late-war), Fallschirmjäger squads (late-war), Osttruppen squads
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Panzerschreck team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: PaK 38, PaK 40, Pak 43
Artillery gun: Light, Medium, Heavy or 150mm Nebelwerfer
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 234/1, SdKfz 234/2 Puma, SdKfz 234/3, SdKfz 250/9, SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf L, Panzer IV Ausf H or J, StuG III Ausf F, G or H, StuG IV, StuH42, Marder III Ausf H or M, Panther Ausf A or G, Tiger I, Tiger II, Grille, Wespe, Hummel, SdKfz 251/2, SdKfz 250/7, Jagdpanzer IV, Brümmbar, Jagdpanther, Panzerwerfer 42, SdKfz 251/9 Stummel, SdKfz 251/16 Flammpanzerwagen, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, SdKfz 7/2 armoured cab, Flak Panzer 38(t), Möbelwagen, Wirbelwind, SdKfz 251/1 Stuka zu Fuss

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, Unic P107 Halftrack, SdKfz 251/1, SdKfz 250/1, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, SdKfz 4, Raupenschlepper Ost, Kettenkrad

SdKfz 234/2 Puma

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France 1944: (L–R) SS-Rottenführer, 17. SS-PzGren Div; SS-Unterscharführer, 12. SS-Pz Div; SS-Kanonier, SS-Sturmgeschütz Abt 12, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 415: The Waffen-SS (3).

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THE FALL OF THE THIRD REICH 1945

1944–45 – OPERATION WATCH ON THE RHINE

The last great offensive in the west, Operation *Watch on the Rhine* was a large attack launched through the hilly and forested Ardennes, designed to split the British and American forces and capture the major Allied supply port at Antwerp. The German Army mustered the last of its carefully husbanded Panzer divisions for an overwhelming attack under the cover of bad weather that grounded the Allied fighter-bomber. The move was so ambitious, unexpected, and carefully prepared and executed that it caught the Americans by surprise. But, as the winter weather closed in, the offensive ground to halt with more US forces being rushed to block the initial breakthrough. By January 1945 the German forces had retreated back across their border again, having failed to achieve their objectives.

A German force for Operation *Watch on the Rhine* must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

OPERATION WATCH ON THE RHINE REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Heer Grenadier squads, Volks Grenadier squads, Fallschirmjäger squads (late-war), Waffen-SS squads (late-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Grenadier squads, Heer Veteran Grenadier squads, Volks Grenadier squads, Waffen-SS squads (late-war), Fallschirmjäger squads (late-war), Osttruppen squads.
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Panzerschreck team
0–1 Sniper team
0–1 Flamethrower team

Artillery
0–1 gun from:
Anti-tank gun: PaK 40, Pak 43
Artillery gun: Light, Medium, Heavy or 150mm Nebelwerfer
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 234/1, SdKfz 234/2 Puma, SdKfz 234/3, SdKfz 250/9, SdKfz 250/10 or SdKfz 250/11

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Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles

0–1 vehicle from: Panzer II Ausf L, Panzer IV Ausf H or J, StuG III Ausf F, G or H, StuG IV, StuH42, Marder III Ausf H or M, Panther Ausf A or G, Tiger I, Tiger II, Grille, Wespe, Hummel, SdKfz 251/2, SdKfz 250/7, Jagdpanzer IV, Hetzer, Brümmbar, Sturmtiger, Jagdpanther, SdKfz 251/9 Stummel, SdKfz 251/16 Flammpanzerwagen, SdKfz 251/17, SdKfz 250/8 Stummel, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, SdKfz 7/2 armoured cab, Flak Panzer 38(t), Möbelwagen, Wirbelwind, SdKfz 251/22 Pakwagen, SdKfz 251/1 Stuka zu Fuss

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car, a maximum of one SdKfz 251/10

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, SdKfz 4, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

Panther A with hastily applied winter camouflage

The brutal Sturmtiger rests in the village it has recently levelled

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1944–45 – HOLDING THE WEST WALL

The Siegfried Line, or West Wall, defended Germany's western border. A solid line of bunkers and pillboxes, with dragon's teeth anti-tank defences and minefields, it was a static defence line, manned by poor quality troops, but backed up by the remaining Panzer units ready to counterattack any threatened breech in the fortifications. The weight of American and British attacks would eventually see it overrun as they pressed on into Germany itself.

A German force for the West Wall must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

HOLDING THE WEST WALL REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Osttruppen squads, Volkssturm squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Grenadier squads, Heer Veteran Grenadier squads, Volks Grenadier squads, Osttruppen squads, Volkssturm squads or Hitler Youth squads
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Panzerschreck team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: Pak 38, PaK 40, Pak 43
Artillery gun: Light, Medium, Heavy or 150mm Nebelwerfer
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 234/1, SdKfz 234/2 Puma, SdKfz 234/3, SdKfz 234/4, SdKfz 250/9

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf L, Panzer IV Ausf H or J, StuG III Ausf G or H, StuG IV, StuH42, Marder III Ausf H or M, Grille, Panther Ausf A or G, Jagdpanzer IV, Hetzer, SdKfz 251/9 Stummel, SdKfz 250/8 Stummel, SdKfz 251/22 Pakwagen, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, SdKfz 7/2 armoured cab, Möbelwagen, SdKfz 251/17, SdKfz 251/1 Stuka zu Fuss

Transports and Tows
No transport
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

SPECIAL RULES

- **Defences:** As well as pillboxes and bunkers, a resistance nest should also be well supplied with trenches, sandbagged dug-outs, barbed wire and other obstacles.

Waffen-SS dash through a ruined village

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Panther ausf G

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1945 – OPERATION SPRING AWAKENING

In March 1945 Hitler made a last desperate attempt to arrest the remorseless advance of the Red Army across Hungary, and ordered Operation *Frühlingserwache* (*Spring Awakening*), utilising the 1st and 6th Waffen-SS Panzer Division in the last German offensive of the war, targeting Russian forces in Hungary. The plan was to recapture Budapest and keep Hungary (a German ally) in the war. Massively over-ambitious for the actual forces available, powerful though they still were, it completely failed.

A German force for Operation *Spring Awakening* must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

OPERATION SPRING AWAKENING REINFORCED PLATOON

1 Lieutenant – First or Second
2 Waffen-SS squads (late-war)

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Veteran Grenadier squads, Volks Grenadier squads, Waffen-SS squads (late-war)
0–2 MMG teams
0–1 Mortar team: light, medium or heavy
0–1 Panzerschreck team
0–1 Sniper team

150mm Nebelwerfer 41

Artillery
0–1 gun from:
Anti-tank gun: PaK 40, Pak 43, PaK 44
Artillery gun: Light, Medium, Heavy or 150mm Nebelwerfer
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 234/1, SdKfz 234/2 Puma, SdKfz 234/3, SdKfz 234/4, SdKfz 251/23, SdKfz 250/9, SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf L, Panzer IV Ausf H or J, StuG III Ausf F, G or H, StuG IV, StuH42, Marder III Ausf H or M, Panther Ausf A or G, Tiger I, Tiger II, Grille, Wespe, Hummel, SdKfz 251/2, SdKfz 205/7, Jagdpanzer IV, Jagdpanzer IV(L70), Hetzer, Jagdpanther, SdKfz 251/9 Stummel, SdKfz 251/16 Flammpanzerwagen, SdKfz 251/17, SdKfz 251/22 Pakwagen, SdKfz 251/1 Stuka zu Fuss, SdKfz 250/8 Stummel, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, Wirbelwind, Ostwind, SdKfz 251/21 Drilling

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy Field Car a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy Field Car

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1945 – LAST LEVY

As the Red Army closed in on Berlin and the British and American Armies continued their advance through Germany from the west, Hitler was forced to turn to any forces he could muster. By now the German Army had been torn to pieces, and many units were surrendering *en masse*. The last, hopeless effort to defend Berlin was made by Volkssturm and Hitler Youth units, with only a few veterans remaining to bolster the crumbling front lines. Still, they extracted a heavy toll from the Red Army during the Battle for Berlin before the final surrender that ended the war in Europe.

A German force for the Last Levy must comprise one or more **reinforced platoons** picked from the following Theatre Selector. Each reinforced platoon is made up as follows:

LAST LEVY REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Volkssturm squads, Hitler Youth squads, Kriegsmarine squads

plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (either Artillery or Air)

Infantry
0–4 Infantry squads: Heer Grenadier squads, Osttruppen squads, Volkssturm squads, Hitler Youth squads, Kriegsmarine squads, maximum of one Heer Veteran Grenadier squad, maximum of one Waffen-SS squad (late-war), maximum of one Volks Grenadier squad.
0–1 MMG team
0–1 Mortar team: light or medium
0–1 Panzerschreck team
0–1 Sniper team

Artillery
0–1 gun from:
Anti-tank gun: PaK36, Panzerbüchse 41, PaK 38, PaK 40, Pak 43, PaK 44, Schweres Wurfgerats 41 Howling Cow (see 150mm Nebelwerfer for details)
Artillery gun: Light, Medium, Heavy
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars
0–1 Armoured Car or Recce vehicle: SdKfz 222, SdKfz 234/1, SdKfz 234/2 Puma, SdKfz 234/3, SdKfz 234/4, SdKfz 250/9, SdKfz 251/23, SdKfz 250/10 or SdKfz 250/11

Tanks, Tank Destroyers, Assault Guns, Self-propelled Artillery and Anti-Aircraft Vehicles
0–1 vehicle from: Panzer II Ausf L, Panzer IV Ausf H or J, StuG III Ausf G or H, StuG IV, StuH42, Marder III Ausf H or M, Panther Ausf A or G*, Tiger I*, Tiger II*, Grille, Wespe, Hummel*, Jagdpanzer IV*, Jagdpanzer IV(L70)*, Hetzer, Jagdpanther*, Jagdtiger*, Sturmtiger*, SdKfz 251/9 Stummel, SdKfz 251/16 Flammpanzerwagen, Borgward Wanze Ausf C, SdKfz 251/17, SdKfz 251/22 Pakwagen, SdKfz 250/8 Stummel, SdKfz 251/1 Stuka zu Fuss, SdKfz 7/1 or 7/2, Wirbelwind, Ostwind, SdKfz 251/21 Drilling

Transports and Tows
0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kübelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, SdKfz 4, Raupenschlepper Ost, Kettenkrad

SPECIAL RULES

- **Fuel shortages:** By now the supply situation was critical and the German Army could no longer easily keep its big vehicles running. Roll a D6 for any of the above vehicles marked * after completing a move. To compensate for this, the requisition points cost of each of these vehicles is reduced by 10%, rounding up (e.g. a vehicle that normally costs 137pts would instead cost 123.3pts, rounded up to 124pts).
  1 – Out of fuel. The vehicle completes its move and is then immobilised. It cannot move for the rest of the game, but may continue to fire.
  2 – Fuel low. The vehicle may make one more move after this one, then runs out of fuel as above.
  3+ – Fuel OK. The vehicle still has enough fuel to move normally.

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FRITZ KLINGENBERG – THE GREATEST MOTORCYCLE SOLDIER

Perhaps the greatest Kradschützen soldier of World War II was the famous Fritz Klingenberg. Brave and audacious to the point of insubordination, the son of a dairy owner, he joined the SS in the 1930s and would go on to become a celebrated soldier. He rode his BMW motorcycle across Europe and Russia. He was awarded the Iron Cross for bravery during the invasion of France, when he single-handedly destroyed three French machinegun positions, and called in artillery fire on his own position during a French counter-attack.

In spring 1941 he was promoted to Captain and was leading reconnaissance units of 2nd SS 'Das Reich' during the invasion of Yugoslavia. With the division's combat units struggling through the mountain passes, Klingenberg led his unit deep into enemy territory, seeking to set up check points on the route and secure bridges. Seeing little resistance, he pressed ever onwards, until the capital Belgrade became his self-imposed objective.

With the city in chaos after Luftwaffe air raids, Klingenberg stole a boat to cross the Danube, but on a return trip the boat sank, leaving him just 5 men to continue on with. After a running firefight through the suburbs of the city, he reached the city centre, and ordered the Yugoslavian flag replaced with the Nazi swastika. Assuming the German Army was close behind, the major of Belgrade asked about the conditions of surrender. Klingenberg, with just 5 men, claimed that if the city did not surrender then the Luftwaffe would flatten the city on his order. The major surrendered the city and the Yugoslavian soldiers turned in their arms. Posting them in 4 hotels, with single guard on each, 1300 Yugoslavian soldiers became prisoners of war to just 6 men. The 'Das Reich' division later entered Belgrade without opposition. Klingenberg was awarded the Oak leaves for his daring capture of Belgrade. He was also decorated for services at Kharkov, Minsk and at Kursk. He reached the suburbs of Moscow in 1941, before the Soviet counter-attack forced the German Army back – perhaps becoming the man closest to capturing Moscow as well!

Klingenberg was promote to command the 17th SS Panzergrenadier Division in January 1945, defending a sector of the front around Landau and Neustadt against American forces. As the line collapsed, with his division pinned against the Rhine, Klingenberg was killed in action in March 1945 whilst leading his men.

A Waffen-SS grenadier stalks through the hedgerows, his camouflaged smock a great advantage

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